

Frist Art Museum

**Scout Us Out!
Scouts Day 2018**



Art Explosion Webelos and Arrow of Light Elective Adventure

Complete Requirements 1-4. Requirement 5 is optional.

1. Visit at least one of the Frist Museum's art exhibitions.

What did you visit? _____

Discuss with an adult the art you saw. What did you like? _____

2. Go to the Martin ArtQuest Gallery on the Upper Level.

Create two self-portraits, using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration.

Technique 1: _____

Technique 2: _____

3. Do the following:

- a. Draw or paint an original picture of yourself doing a scouting activity outdoors.
- b. Use one of the digital animation stations to create a story centered on one of the points of Scout Law.

4. Go to the Martin ArtQuest Gallery front desk for a counselor to approve your worksheet._____

5. Choose one of the following methods to show your artwork:

- a. Create a digital portfolio of your projects at FristKids.org OR create a hard copy for your portfolio to share it with your family and members of your den or pack.
- b. Display your artwork in a pack, school, or community art show.

Visit the nearest Scout Shop to purchase badges, pins, or belt loops.

Share photos and videos from your visit with us! #FristArtMuseum

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**Collections and Hobbies
Wolf Scouts Elective Adventure**



Choose one of the Frist Art Museum's exhibitions to visit.

1. Look at the works of art with your den or family.
2. Choose 10 works of art that you would like to have in your collection.
3. Write down the titles of these works of art in your sketchbook.
4. Come up with a name for your art collection.
5. Choose your favorite artwork in your art collection.
6. Read the artwork's label. In your sketchbook, write an imaginary letter to the artwork's artist.

Go to the Martin ArtQuest Gallery on the Upper Level.

7. Make an artwork that would fit in your art collection.

Go to the Martin ArtQuest Gallery front desk for a counselor to approve your worksheet. _____

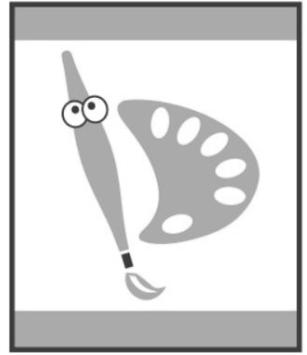
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**Stories and Shapes
Tiger Scouts Elective Adventure**



Choose one of the Frist Art Museum's exhibitions to visit.

1. Look at the works of art with your den or family.
2. Find a work of art that has shapes. Read its label to learn about its story.
3. Decide what you like about the art, and share your ideas with the other Tigers.

Go to the Martin ArtQuest Gallery on the Upper Level.

4. Using shapes, draw or paint an artwork.
5. At any of the other stations, create an artwork that tells a story.

Go to the Martin ArtQuest Gallery front desk for a counselor to approve your worksheet.-----

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Art Merit Badge

Choose one of the Frist Art Museum's exhibitions to visit.

1. Discuss the following with your troop leader:
 - a. What is art? What are some different types of art?
 - b. How is art important to humankind?
 - c. What does art mean to you? How can art make you feel?
2. Looking closely at the works of art, identify an example of each element of art and discuss it with your troop leader. Use the attached glossary for guidance.
3. Looking closely at the works of art, identify an example of each principle of art and discuss it with your troop leader. Use the attached glossary for guidance.
4. Visit another Frist Art Museum exhibition. Find out about the art displayed or created there. Discuss what you learn with your troop leader.

Go to the Martin ArtQuest Gallery on the Upper Level.

5. Render a subject of your choice in these FOUR ways:
 - a. Watercolors
 - b. Pencil
 - c. Zoetrope
 - d. Printmaking
6. Tell a story with pictures at one of the animation stations.

Go to the Martin ArtQuest Gallery front desk for a counselor to approve your worksheet._____

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Art Merit Badge

Elements of Art: Glossary of Terms

Color is produced when various wavelengths of light strike an object and are reflected back to the eyes.

Form refers to an element of art that has three dimensions (height, width, and depth) and encloses volume. For example, a triangle, which is two-dimensional, is a shape, but a pyramid, which is three-dimensional, is a form.

Line refers to the continuous mark made on a surface by a moving point. Types of line include *vertical*, *horizontal*, *diagonal*, *straight*, and *curved*.

Shapes are enclosed spaces. Examples of shapes include *circle*, *oval*, *triangle*, *square*, and *rectangle*.

Space refers to the distance or area between, around, above, below, or within things.

Texture is the surface quality or "feel" of an object, its smoothness, roughness, softness, etc. Textures may be *actual* or *simulated*. *Actual* textures can be felt with the fingers, while *simulated* textures are suggested by an artist in the painting of different areas of a picture.

Value refers to the lightness or darkness of a color. Value is an especially important element in works of art when color is absent.

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Art Merit Badge

Principles of Art: Glossary of Terms

Balance is the distribution of the visual weight of objects, colors, texture, and space. These elements should be balanced to make a design feel stable. In *symmetrical balance*, the elements used on one side of the design are similar to those on the other side; in *asymmetrical balance*, the sides are different but still look balanced. In *radial balance*, the elements are arranged around a central point and may be similar.

Emphasis is the part of the design that catches the viewer's attention. Usually the artist will make one area stand out by contrasting it with other areas. The area could be different in size, color, texture, shape, etc.

Movement is the path the viewer's eye takes through the work of art, often to focal areas. Such movement can be directed along lines, edges, shapes, and colors within the work of art.

Pattern is the repeating of an object or symbol all over the work of art.

Proportion is the feeling of unity created when all parts (in size, amount, or number) relate well with one another. When drawing the human figure, *proportion* can refer to the size of the head compared to the rest of the body.

Repetition works with pattern to make the work of art seem active. The repetition of elements of design creates unity within the work of art.

Rhythm is created when one or more elements of design are used repeatedly to produce a feeling of organized movement. Rhythm creates a mood like music or dancing. To keep rhythm exciting and active, variety is essential.

Unity is the feeling of harmony between all parts of the work of art, which creates a sense of completeness.

Variety is the use of several elements of design to hold the viewer's attention and to guide the viewer's eye through and around the work of art.