

Classroom Connections

SCHOOL WORKSHOPS | Mythical Creatures
Grade Level: 1st -4th

The
Nelson-Atkins
Museum
of Art



CURRICULUM CONNECTIONS

National Visual Arts Standards

- Media, Techniques and Processes (NA.VA.1)
- Structures and Functions (NA.VA.2)
- History and Cultures (NA.VA.4)

Missouri Visual Arts Standards

- Elements and Principles (MO.VA.2.1.A, 2.1.D, 2.2.D)
- Historical and Cultural Contexts (MO.VA.5.1.B)

Kansas Fine Arts Standards

- Media, Techniques and Processes (KS.FA.1.1)
- Elements of Art and the Principles of Design (KS.FA.2.3)

Common Core Standards

Reading Standards for Literature K-5

- Key Ideas and Details: 1, 3
 - Integration of Knowledge and Ideas: 7
- Speaking and Listening Standards K-5
- Comprehensions and Collaboration: 1
 - Presentation of Knowledge and Ideas: 5

Anchor Standards for Writing K-5

- Text types and Purposes: 3

The following information will help guide you in selecting a Museum visit that connects to your classroom curriculum, and offers before and after visit suggestions to enhance your students' learning experience.

WORKSHOP DESCRIPTION

Students search the museum for mythical creatures such as griffins, dragons, mermaids and chimeras in works of art from different cultures. After touring, students create imaginary creatures working with paper collage, oil pastel and watercolor.

WORKSHOP OBJECTIVES

Students will:

- Define a mythical creature as an imaginary creature composed of specific animal features.
- Create a mixed media collage creature that demonstrates the use of pattern, invented texture and line variety.

COLLECTION FOCUS

A variety of two-dimensional and three-dimensional creatures are viewed in the Museum and may include a Mermaid, Dragon, Unicorn, Gnome, Winged Rhino, Chimera, Makara, or Serpent.

Certain collections or galleries may be unavailable due to rotations or construction. We apologize for the inconvenience.

4525 Oak Street | Kansas City, Missouri 64111
nelson-atkins.org

School Workshop Scheduler
StudioWorkshops@nelson-atkins.org

BEFORE and AFTER YOUR VISIT

- Read a book to your class about creatures with patterns. Some suggestions are: *Anansi the Spider*, Gerald McDermott. *The Singing Snake*, Czernecki and Rhodes.
- Create texture bags by collecting objects with various textures. Ask students one at a time to touch the object in the bag and describe to the class how it feels and its shape without telling what it is. See if the class can guess the object
- Ask students to develop a name for their creature and write a short story describing the creature and telling about its adventures.
- Create an audio recording of the student's story that demonstrates fluid reading at an understandable pace.

VOCABULARY/CONCEPTS

Mythical/Imaginary: Not true or real but existing only in someone's imagination

Pattern: Decorative visual repetition

Texture: Element of art that refers to how something feels on the surface

Collage: Two-dimensional work of art consisting of many pieces glued onto a surface

Line variety: Zig-zag, curvy, straight, thick, thin, horizontal, vertical, wavy



Ralph Toft, English, act. 1660-1680s
Charger, ca. 1660-1680



Max Ernst, French, 1891-1976, b. Germany
Capricorn, 1948



Etim Abassi Ekpenyong, Nigerian,
act. Early 20th century



EDUCATOR RESOURCE CENTER

The ERC can help you expand your before and after visit activities to fully connect your museum experience with your classroom curriculum. The ERC provides:

- Curriculum consultations
- Circulating Resources
- Professional Development Workshops

nelson-atkins.org/education