Classroom Connections

The Nelson-Atkins Museum of Art

SCHOOL WORKSHOPS | Automaton Sculpture
Grade Level: 4th-8th

CURRICULUM CONNECTIONS

National Visual Arts Standards

- Media, Techniques and Processes (NA.VA.1)
- Structures and Functions (NA.VA.2)
- Characteristics and Merits of Art (NA.VA.5)
- Visual Arts and Other Disciplines (NA.VA.6)

Missouri Visual Arts Standards

- 3/D Media, Techniques and Processes (MO.VA.1.2.A)
- Elements and Principles (MO.VA.2.1.C)
- Interdisciplinary Connections (MO.VA.4.2.C)

Kansas Fine Arts Standards

- Media, Techniques and Processes (KS.FA.1.1,1.2, 1.3, 1.4, 1.5)
- Visual Arts and Other Disciplines (KS.FA.6.3)
- Elements of Art and Principles of Design (KS.FA.2)

Common Core Standards

Anchor Standards for Reading
• Integration of Knowledge and Ideas: 7
Technical Subjects 6-12
• Key Ideas and Details: 6-8.3

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 view sculpture in the Museum collection to gain inspiration for creating a cardboard sculpture that incorporates moveable parts. Students explore simple machine elements while creating motion in their sculptures.

WORKSHOP OBJECTIVES

Students will:

- Create a sculpture that incorporates cams, levers and linkages to create moveable parts.
- Identify sculpture making materials and techniques during the gallery tour.
- Manipulate materials provided to create a kinetic sculpture that address form, balance and positive/negative space.

COLLECTION FOCUS

Various sculptures will be viewed throughout the Museum .

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

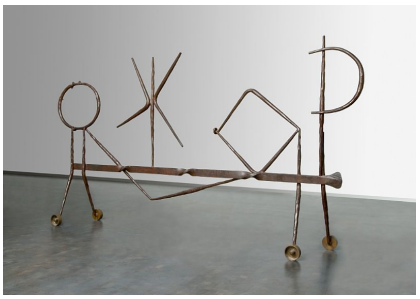
- Review the vocabulary/concepts list.
- Discuss amusement park rides. What simple machines are utilized? Have students design a ride at an amusement park utilizing simple machine.
- Before your visit, provide examples of simple machines and allow students to experiment with their construction.
- After your visit, allow students to write an artist's statement about their sculpture. What problems did they have to overcome while creating the sculpture? Why is their sculpture considered an automaton?

VOCABULARY/CONCEPTS

Sculpture: A three-dimensional work of art
3 –Dimensional: Having or appearing to have height, width and depth
2-Dimensional: Having or appearing to have height and width
Kinetic Sculpture: Relating to the motion of objects and the forces associated with them
Shape: An element of art that is two-dimensional and encloses space
Form: An element of art that is three-dimensional and encloses space
Balance: In sculpture, the organization of materials that physically allows the sculpture to stand in addition to providing visual balance as in *symmetrical, asymmetrical* or *radial*.
Automaton: A mechanical contrivance constructed to move as if by it's own power
Cam: A wheel that has a projecting part and is mounted on a rotating shaft to produce variable or reciprocating motion in another part.
Lever: A projecting handle used to adjust or operate a mechanism.
Linkages: A connection or relationship to something else
Negative Space: Empty spaces surrounding shapes and forms

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

Alberto Giacometti, Swiss, 1901-1966
The Chariot, 1950



David Smith, American, 1906-1065
Wagon III, 1964

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