

Bring out the very best in your child through learning art knowledge and techniques with out-of-the-box activities

DAVID KO

JUNIOR ARTIST WORKSHOPS

PROGRAMME FOR JUNIOR ARTIST WORKSHOPS - A TERM

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Bring out the very best in your child through learning art knowledge and techniques with out-of-the-box activities

Week 1: Optical Illusion

Summary: Op Art is a style of artwork that gives the viewer the impression of movement and hidden images.

Benefit: Supercharge your child's imagination and learn how art can trick our eyes.

Output: Create an abstract art that dazzles their friends.

Week 2: Starry Night

Summary: Explore the wonders of fine art while using Vincent van Gogh's masterpieces as creative influence.

Benefit: Learn to express emotions through swirling brush strokes. Let their imagination shine through a star-filled sky.

Output: Using bold colours, contour and simple shapes, recreate a masterpiece in their own style.

Week 3: We Build the City

Summary: Use architectural shapes to build a collage of bridge, monuments, palaces etc.

Benefit: Encourage your child to develop important pre-math skills such as understanding the "part to whole" relationship and recognizing geometric shapes, while along the way creating a unique work of art.

Output: Create their very own collage of structures.

Week 4: Pixel Art Zooming Out

Summary: Transfer a complex photograph to a simplified pixelated drawing using grid.

Benefit: With limited colour pallets, this helps your child see the broader shape and tones, instead of zooming in on the details.

Output: Create a pixelated drawing of a complex image.

Week 5: Bubble Wrap Painting and Printing

Summary: Explore bubble wrap, paint with fingers for sensory experience and transfer to regular paper or cardboard for unexpected effects.

Benefit: Challenge your child's creativity by recycling unwanted materials to create art.

Output: Take prints of their paint-covered bubble wrap.

Week 6: Adjective-adjective-noun

Summary: Each child takes two random strips from the adjective box and one from the noun box. Create a drawing of what the words meant when put together, e.g. tropical angelic snowman.

Benefit: Encourage drawing skills, imagination, and a sense of humour.

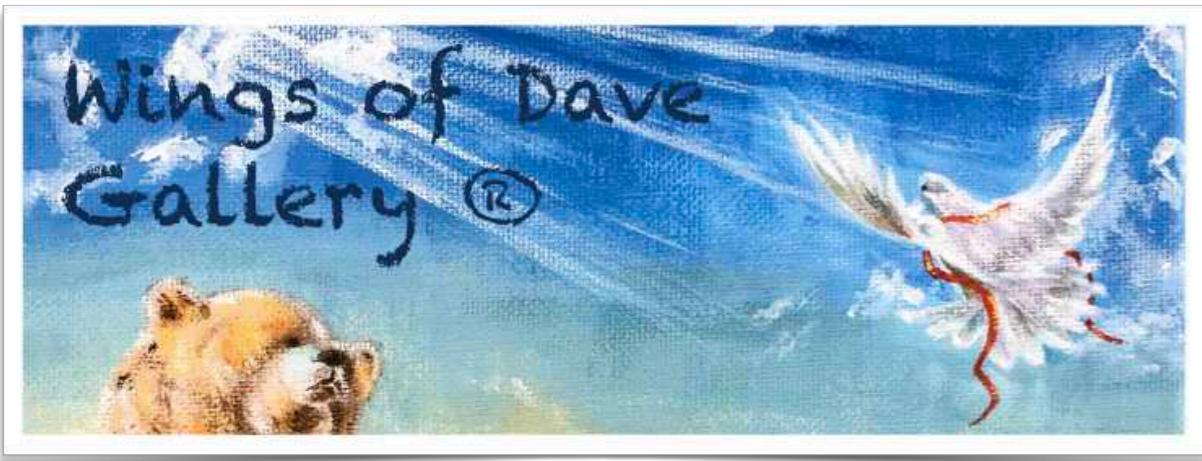
Output: Create an art of their own interpretation.

Term Break Homework (recommended): Create their own Art Booklet

Summary: Make a 6-page booklet. Complete 6 mini-art drawings based on a theme of their choice, e.g. animals.

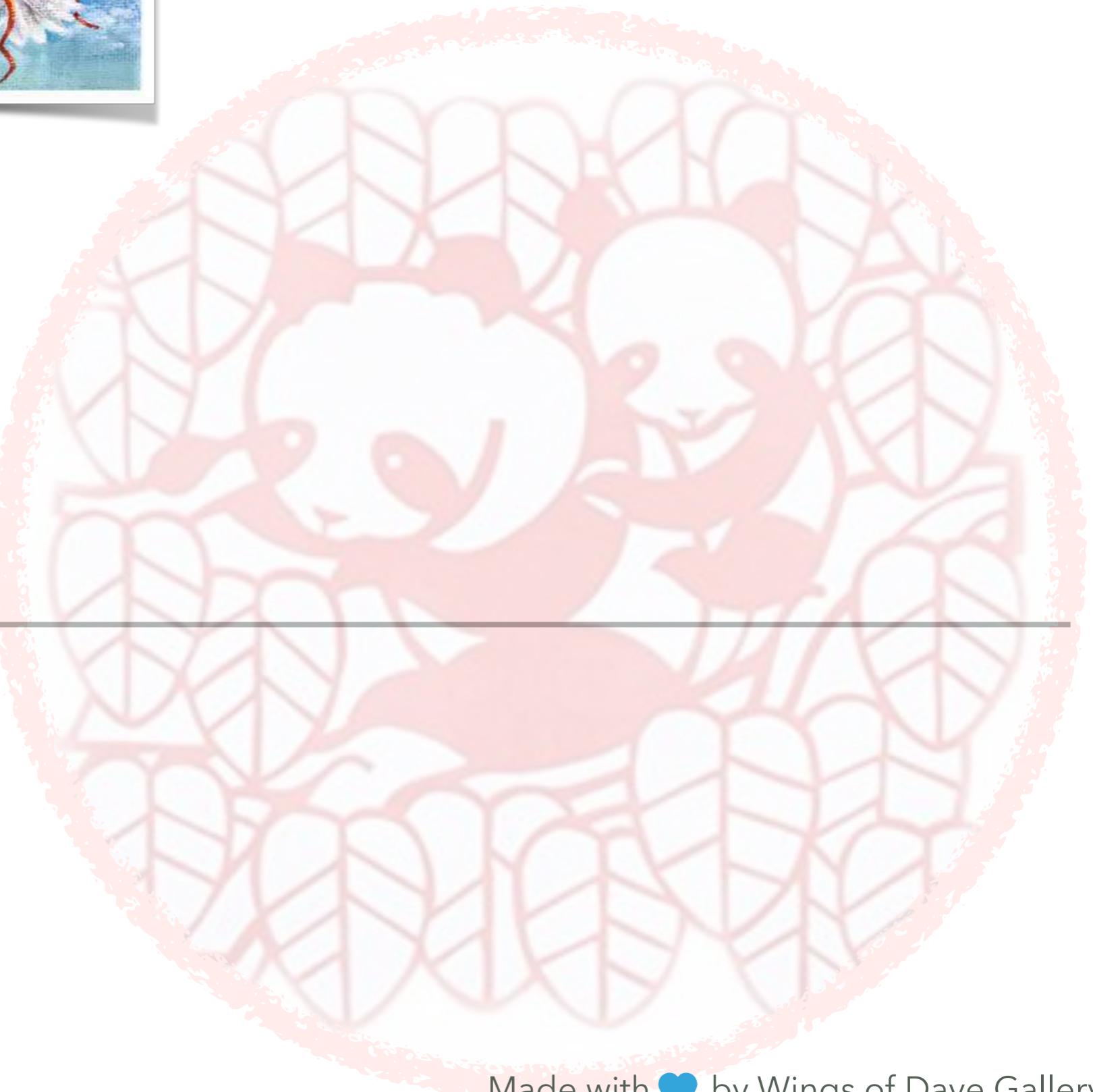
Benefit: Keep the momentum and let your child's imagination run wild in their own time.

Output: Share booklet with each other when they resume classes in the following term. Inspire each other!



LESSON A-1

OP ART



WHAT IS OP ART?

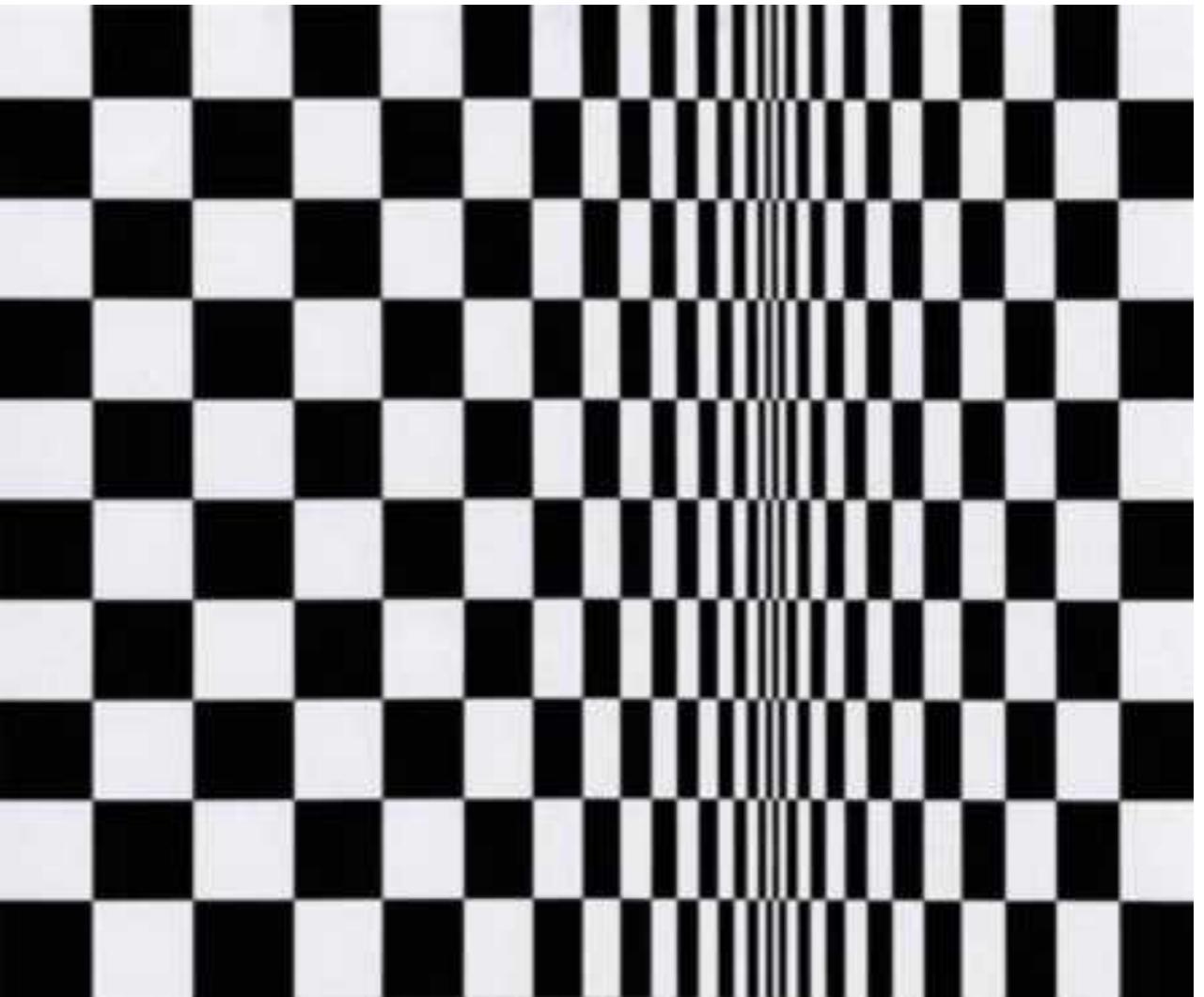
- Look at the below two pictures and tell me what you think.
- Be careful of not staring at them for too long as it may make you feel dizzy.



4



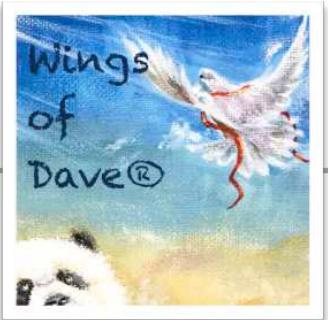
PICTURE A



PICTURE B

OP ART: LEVEL 1

- Let's see if we can create this.

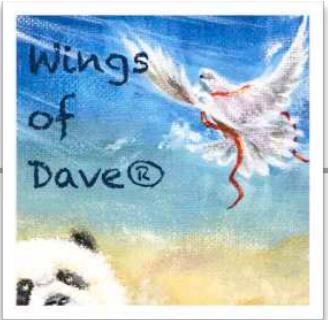


5

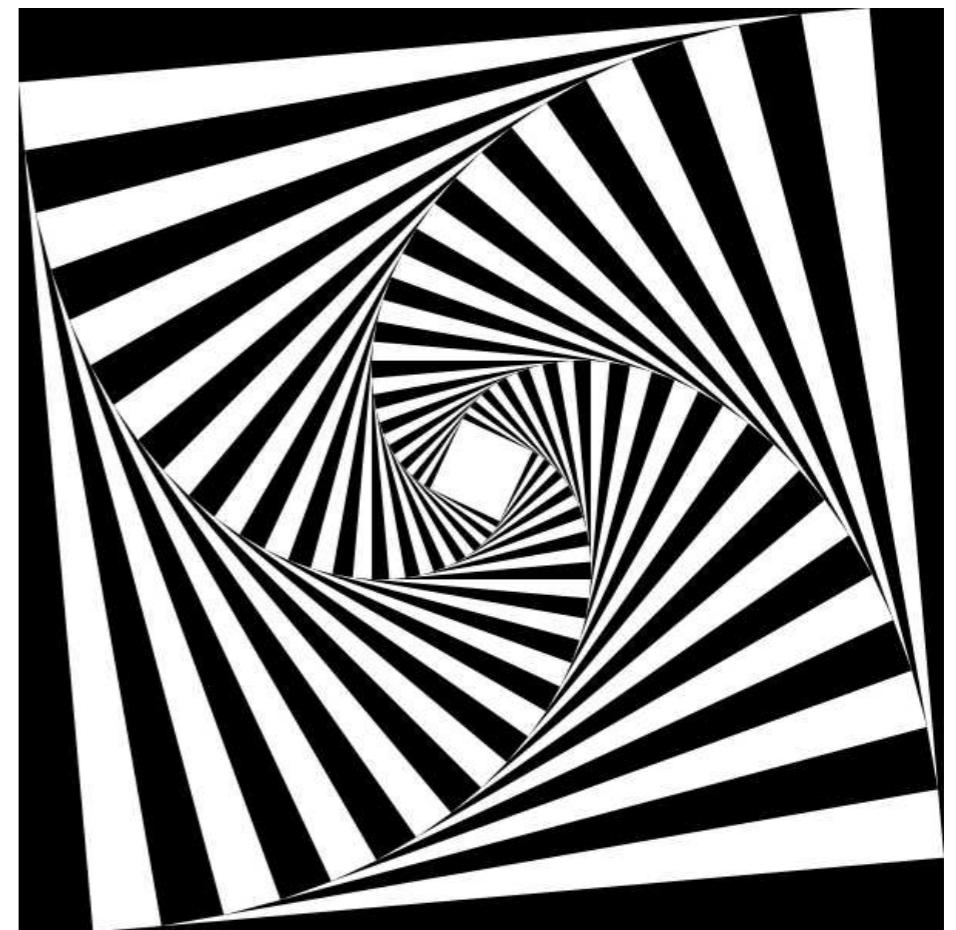


OP ART: LEVEL 2

- Let's see if we can create this.

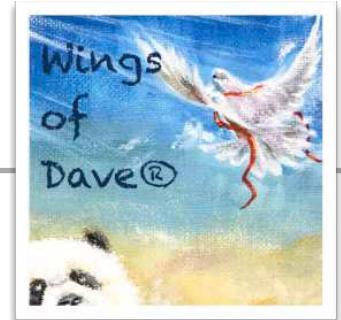


6

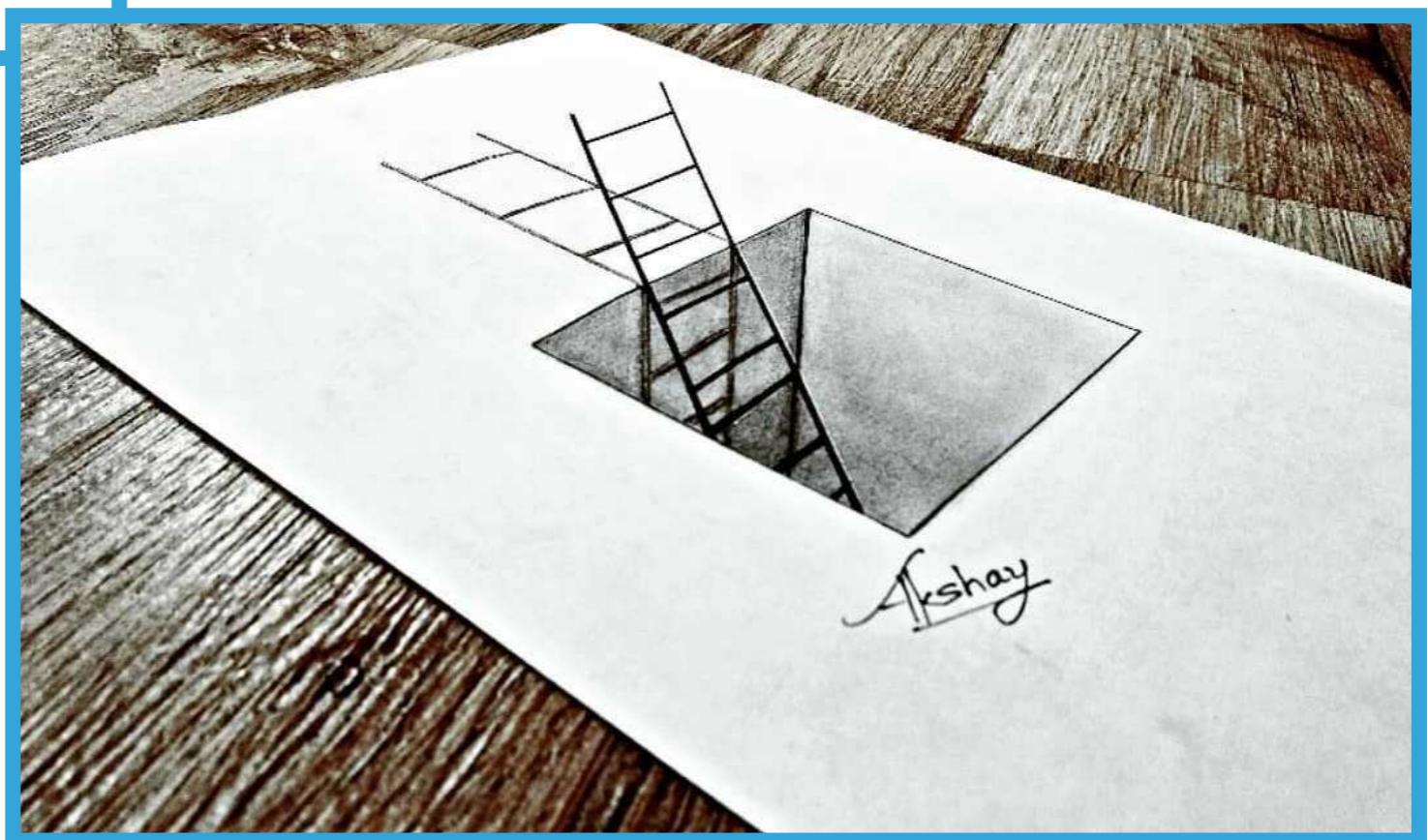
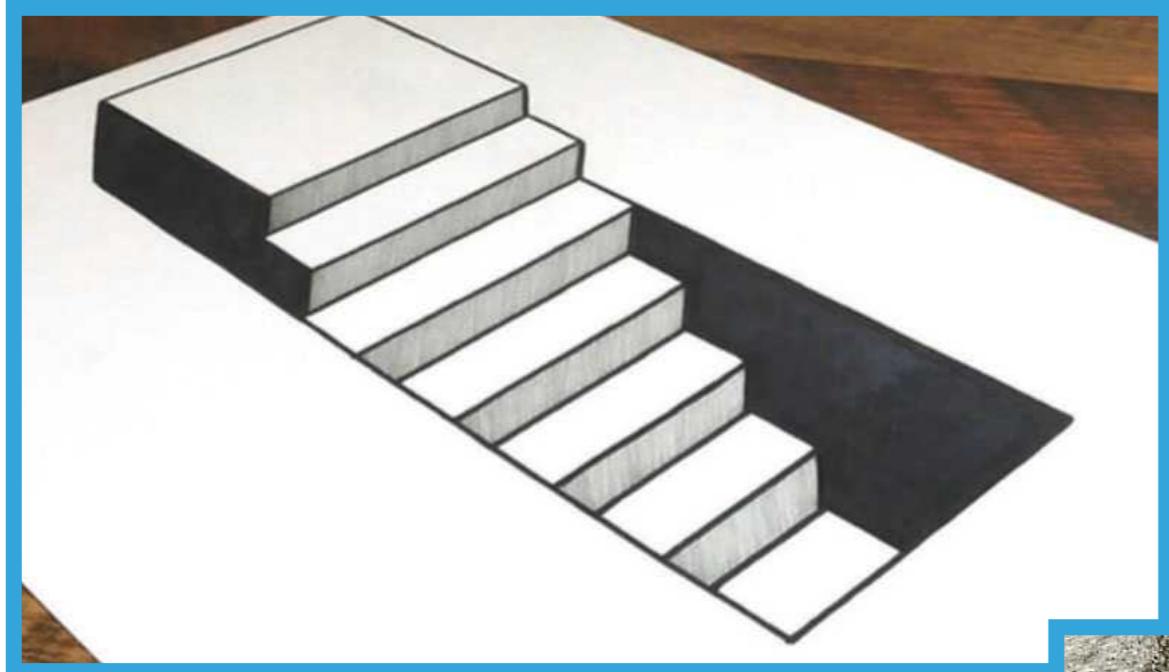


OP ART: LEVEL 3

- Let's see if we can create this.



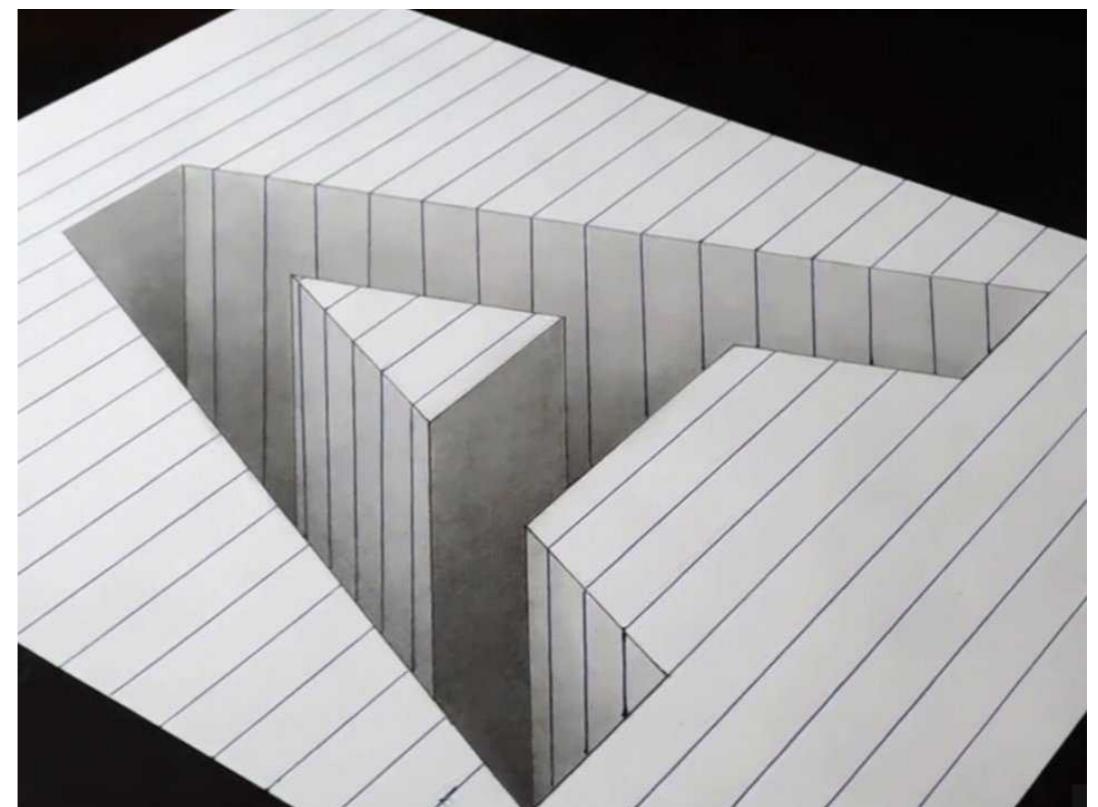
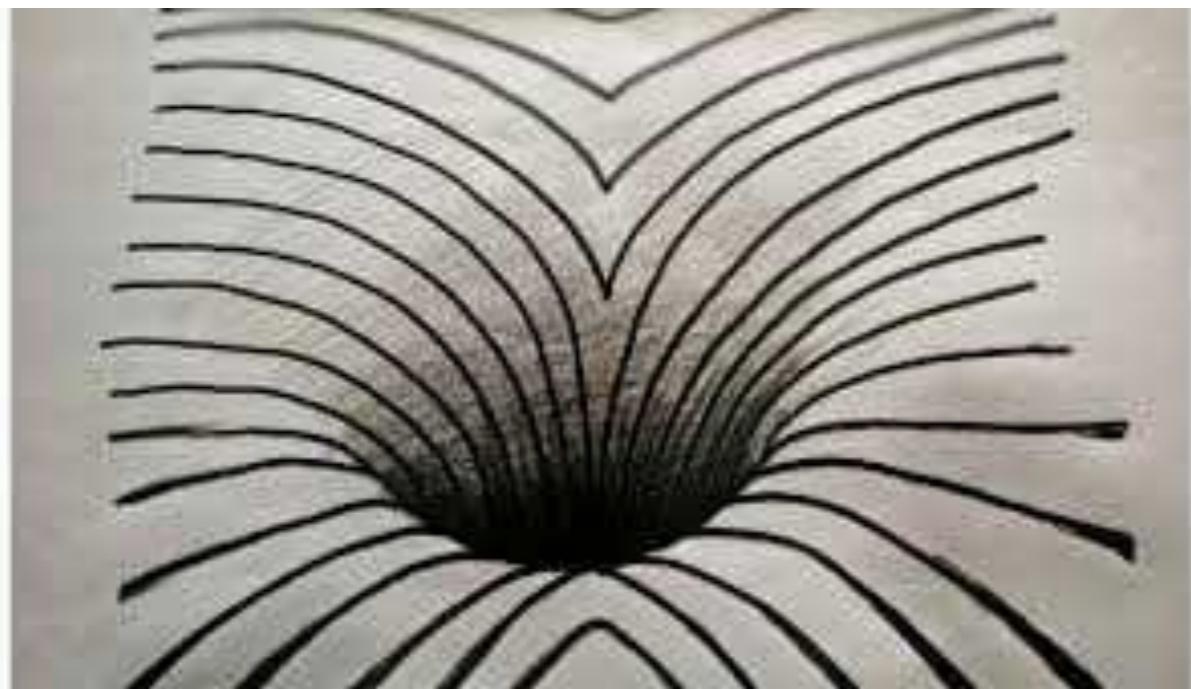
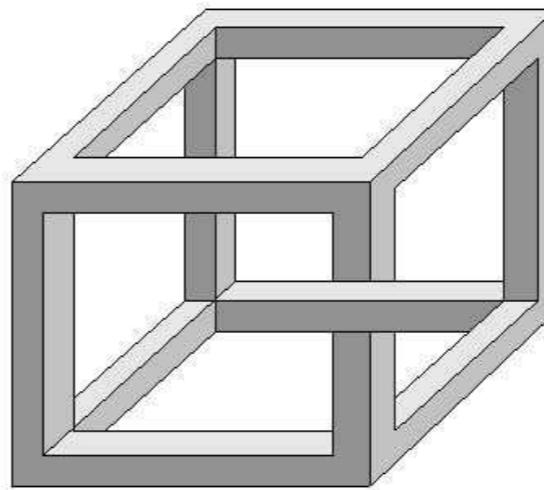
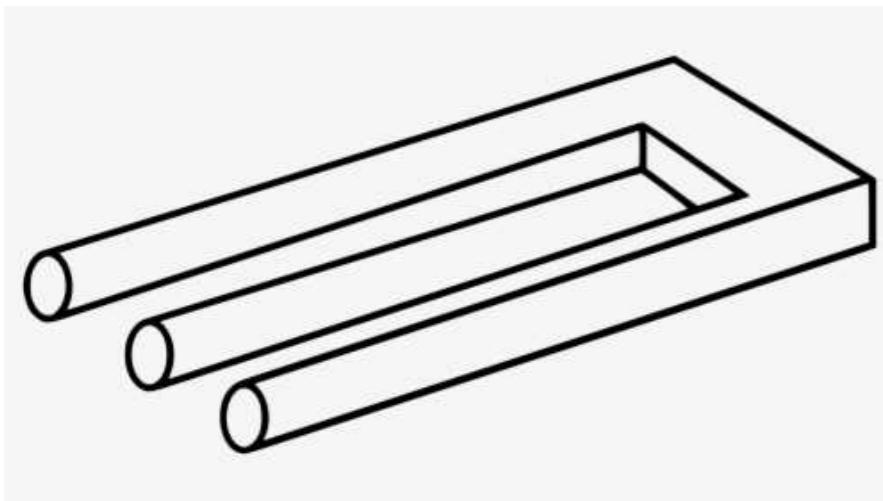
7



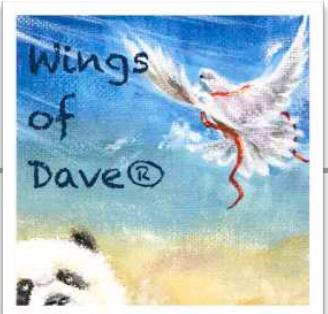
OP ART: REFERENCE



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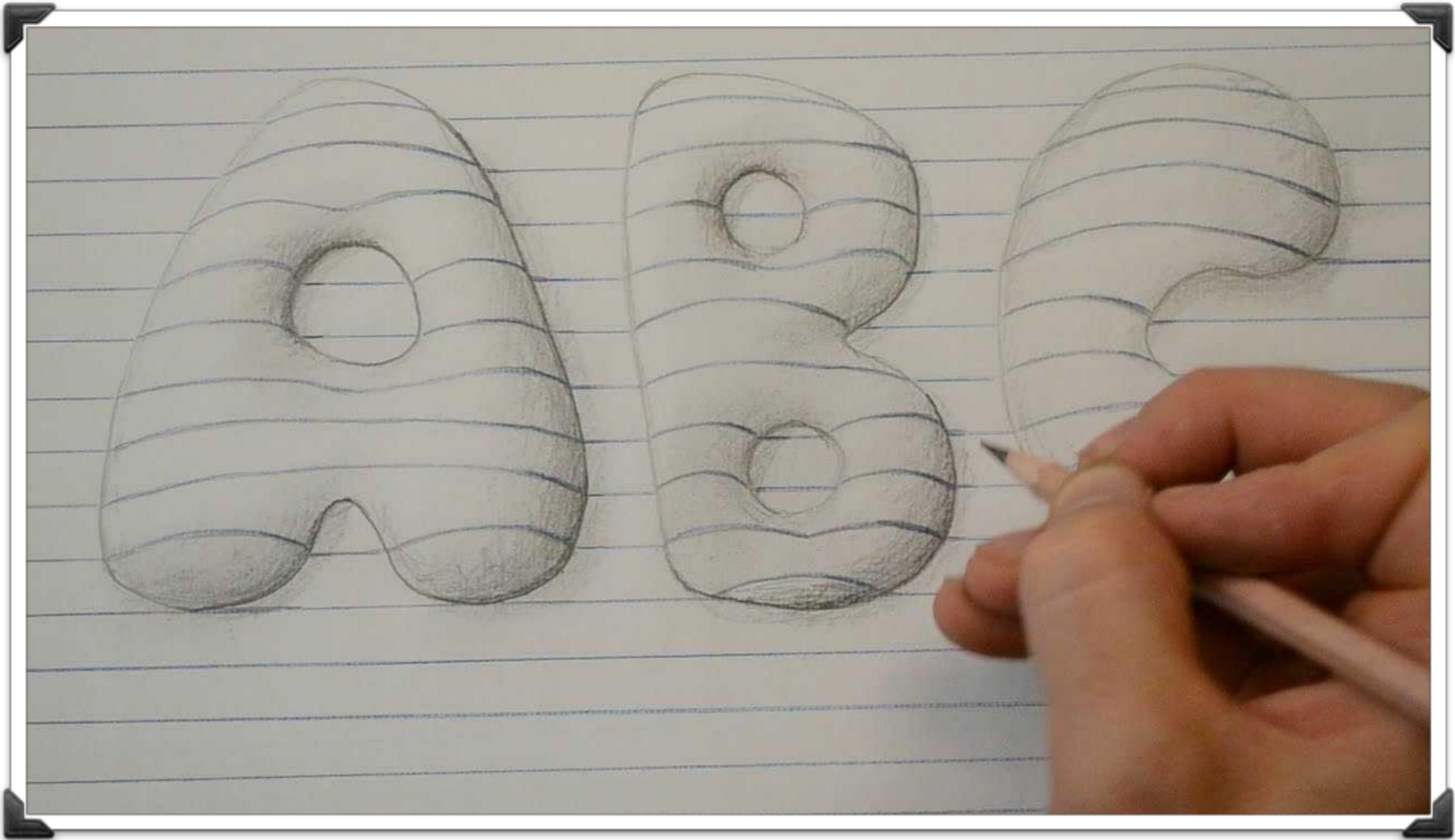


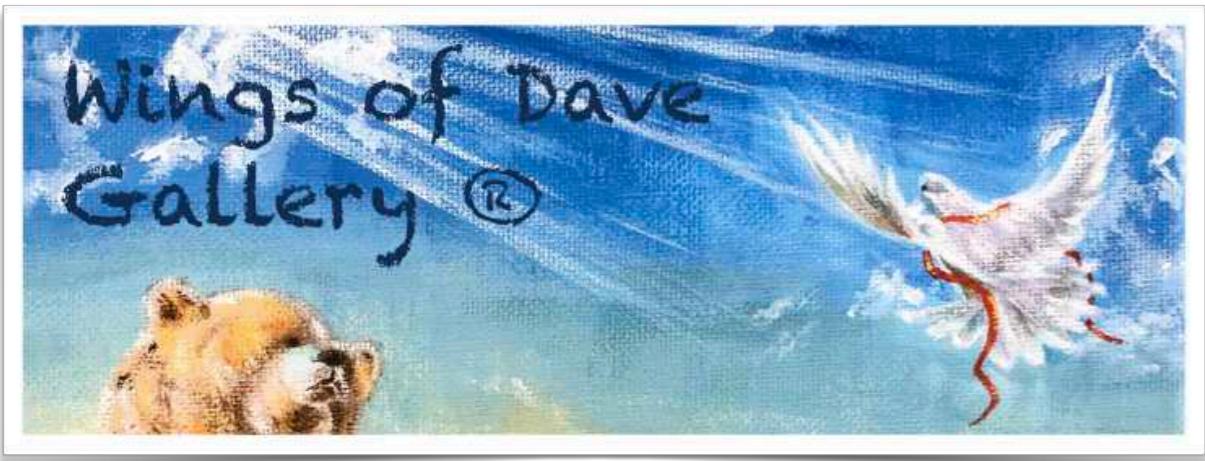
OP ART: HOMEWORK (RECOMMENDED)



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- Draw your name in the below style.



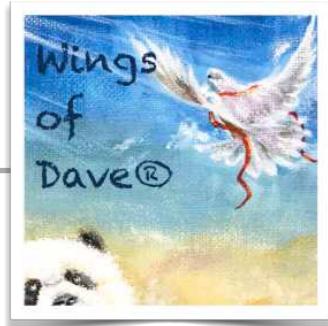


LESSON A-2

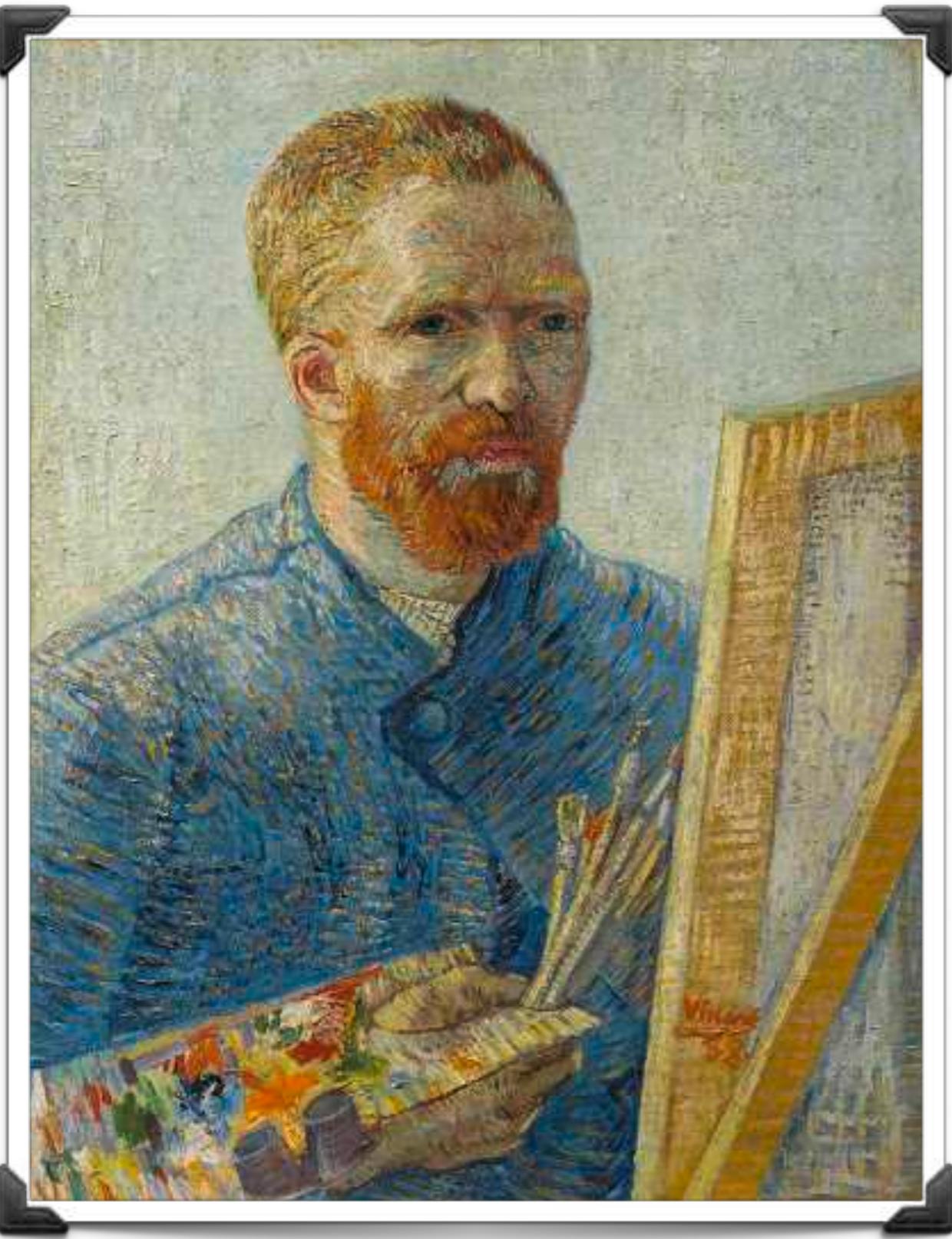
STARRY NIGHT



WHO IS VINCENT VAN GOGH?



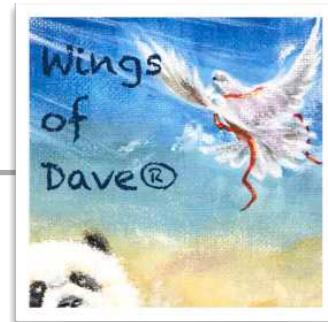
11



- A Dutch post-impressionist painter.
- Post-impressionism is characterized by a **subjective** approach to painting, as artists opted to evoke **emotion** rather than realism in their work.
- One of Van Gogh's noticeable techniques is application of **impastoed** paint.
- **Impasto**: building up the painting with **layers** to give a **textured** effect. This is to make the light falling across the painting reflect in a particularly noticeable way.

STARRY NIGHT

- Most of Vincent van Gogh's paintings were inspired by **nature**.
- **Starry Night** is a well-known image done by Vincent van Gogh.



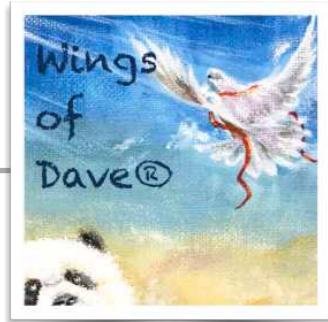
12



1. What type of colour did he use?
2. Can you describe the direction of his brushwork?
3. What emotions do the painting convey?

CREATE YOUR OWN STARRY NIGHT

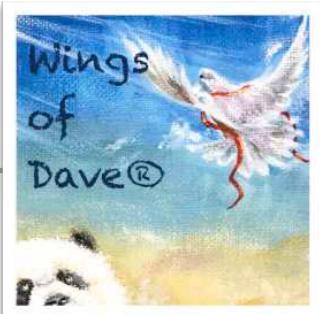
- Create a painting using Starry Night as a backdrop but adding your personal touch.
- You may like to choose vibrant colours, bright stars and contoured lines.



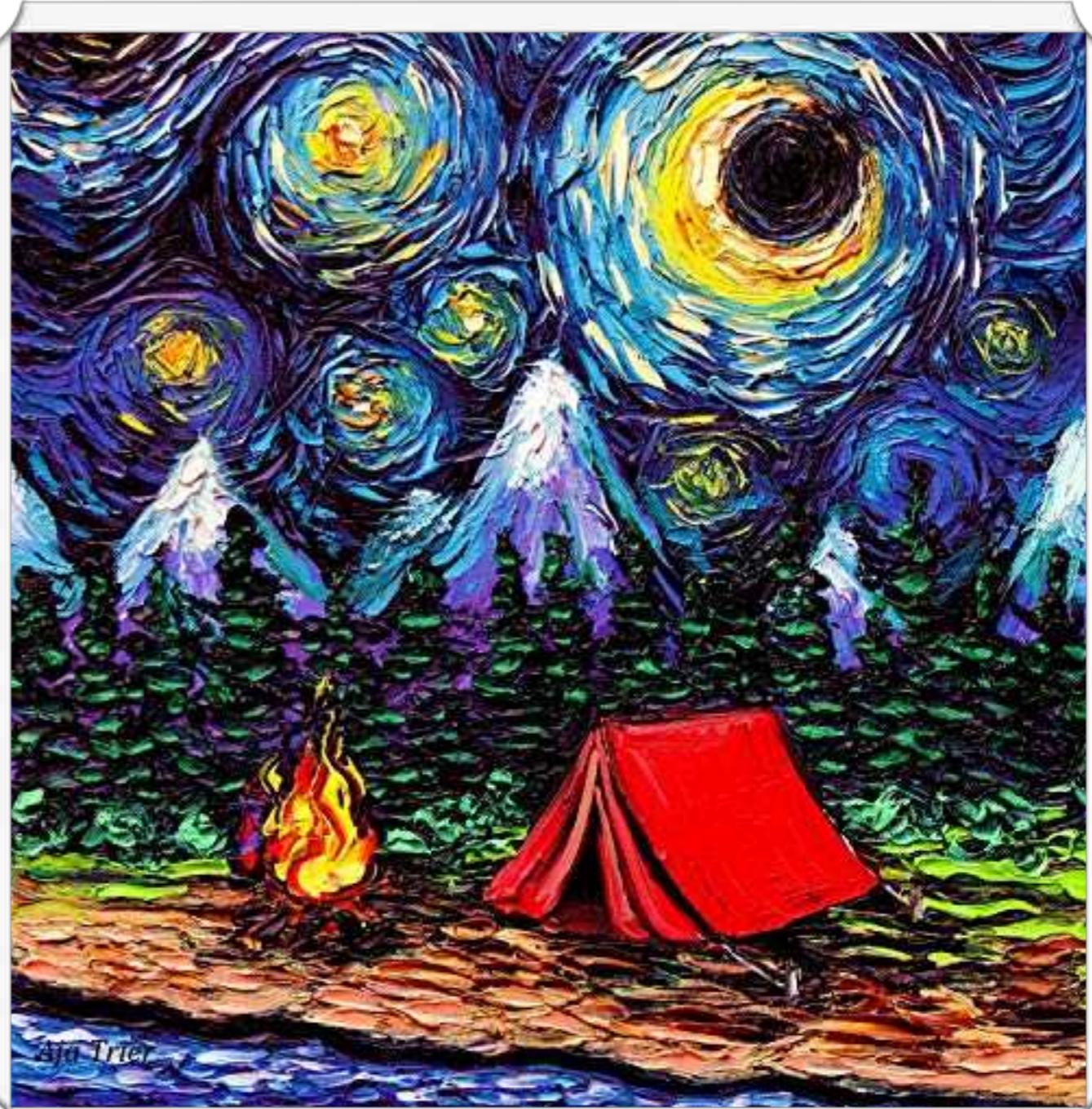
13



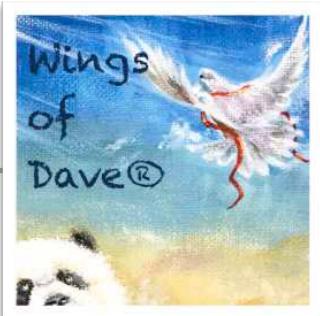
STARRY NIGHT IDEAS: LEVEL 1



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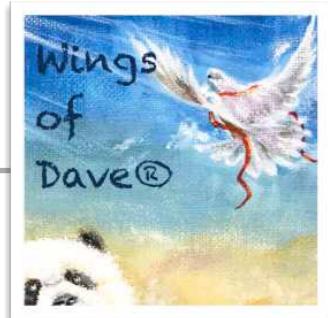
STARRY NIGHT IDEAS: LEVEL 2



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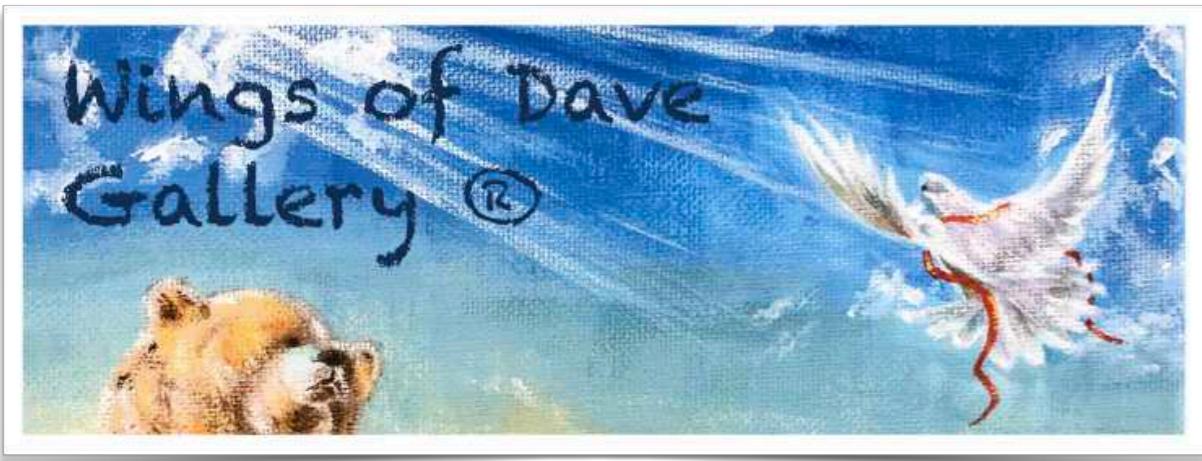


STARRY NIGHT IDEAS: LEVEL 3



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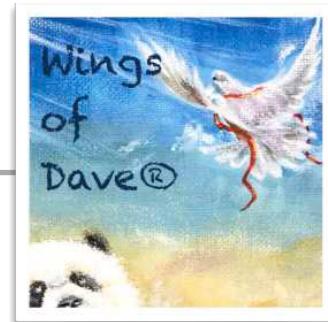




LESSON A-3

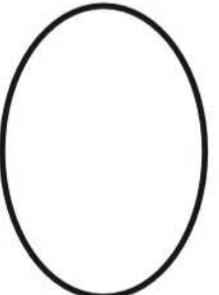
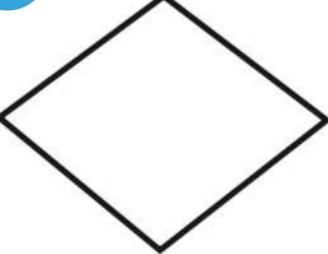
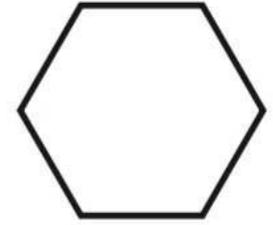
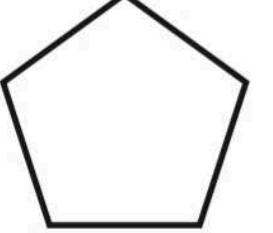
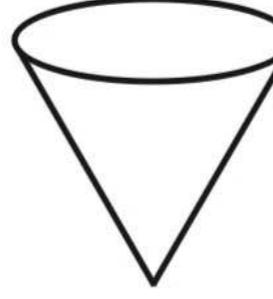
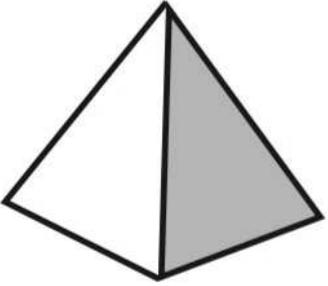
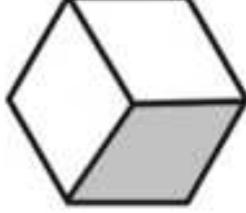
WE BUILD THE CITY

GEOMETRIC SHAPES



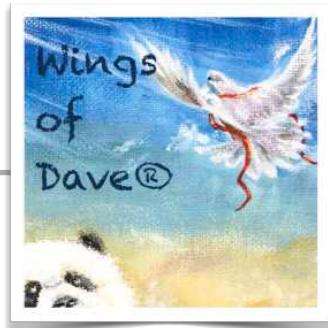
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- Circle the correct answer:

 1	a. circle b. oval c. sphere
 2	a. rectangle b. square c. diamond
 3	a. pentagon b. hexagon c. octagon
 4	a. octagon b. hexagon c. pentagon
 5	a. cylinder b. prism c. oval
 6	a. cone b. pyramid c. triangle
 7	a. prism b. pyramid c. cone
 8	a. oval b. sphere c. circle
 9	a. rectangle b. square c. cube

BECOME AN ARCHITECT

- Use architectural shapes to build a collage of skyscrapers, bridge, monuments, palaces etc.

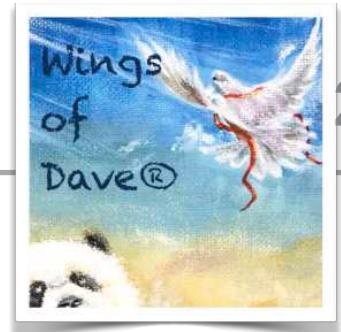


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DEPTH

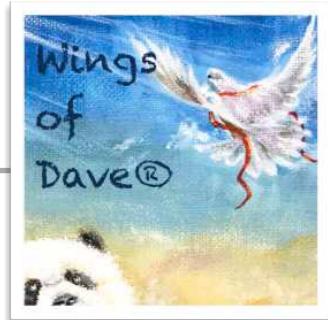
- Show the depth. The further away, the lighter the shades.
- Focus on the silhouette only.



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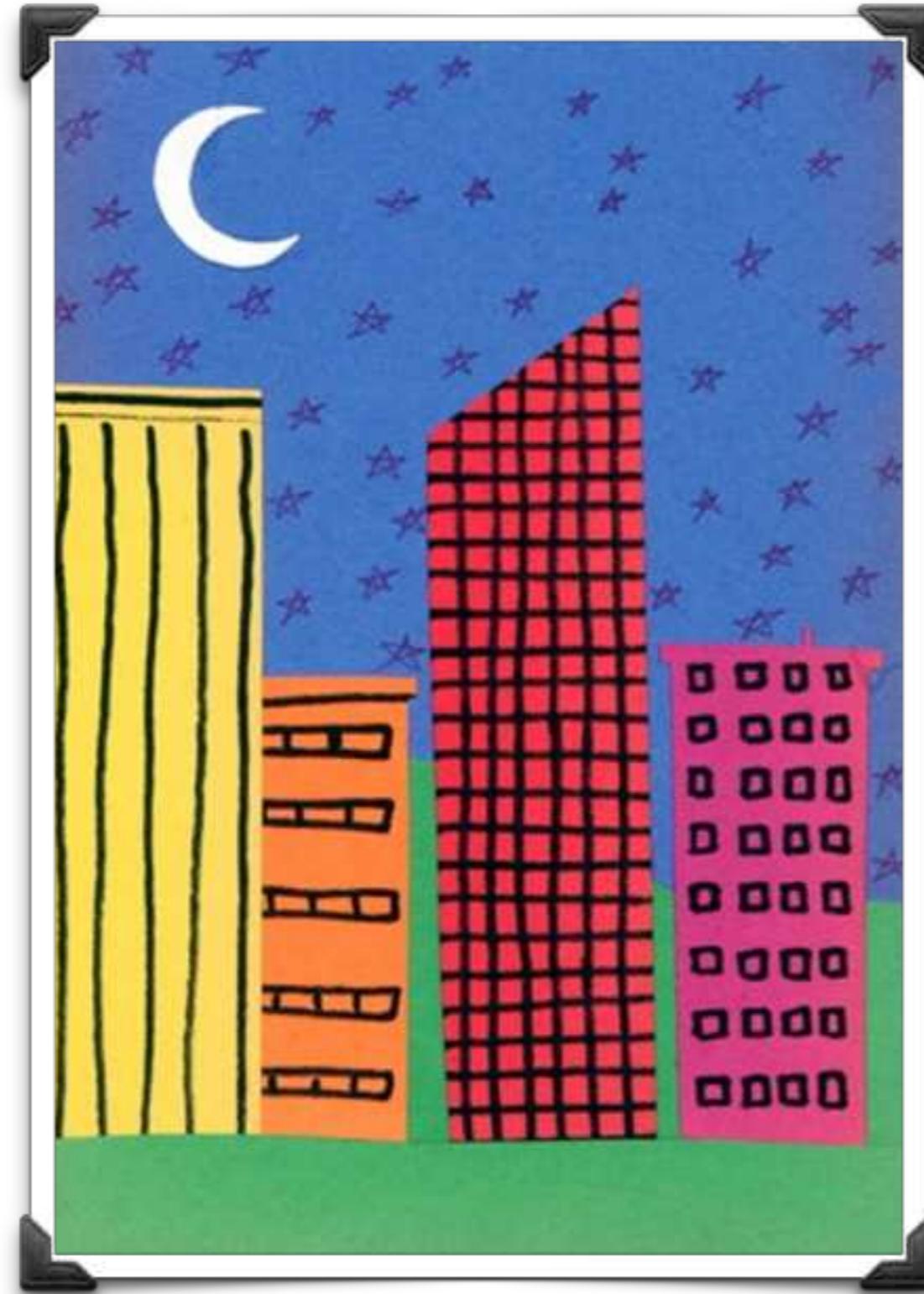
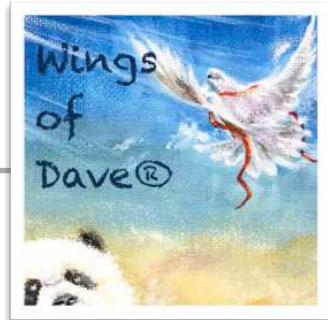
- Embellish the building by decorating it with markers or crayons.



LEVEL 1: THE CITY THAT NEVER SLEEPS

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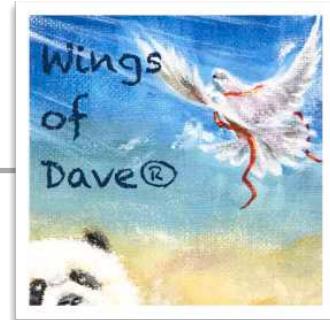
- Design your modern city using simple shapes, lines and colours.



LEVEL 2: LANDMARKS OF THE WORLD

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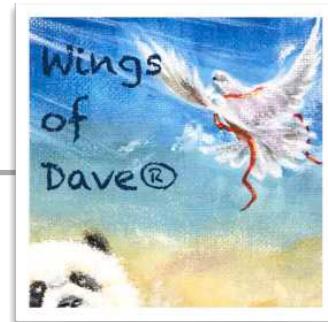
- Showcase your knowledge of landmarks across the world.

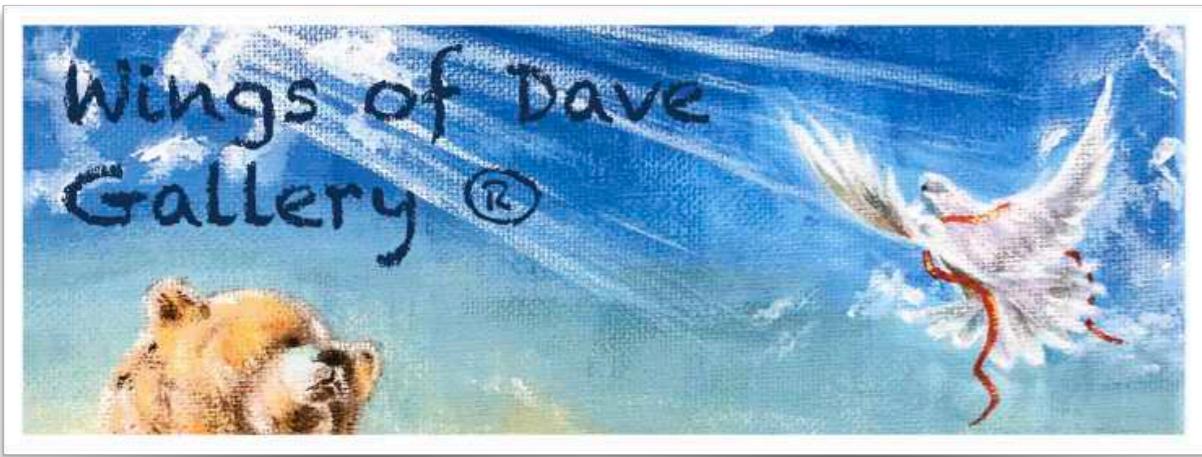


LEVEL 3 - GROUP PROJECT (BUILD THE WORLD)

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- Each junior architect contributes a piece for a globe collage entitled **"Around the World in 80 Days"!**



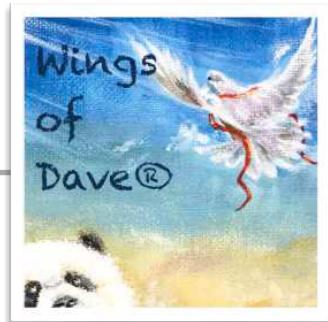


LESSON A-4

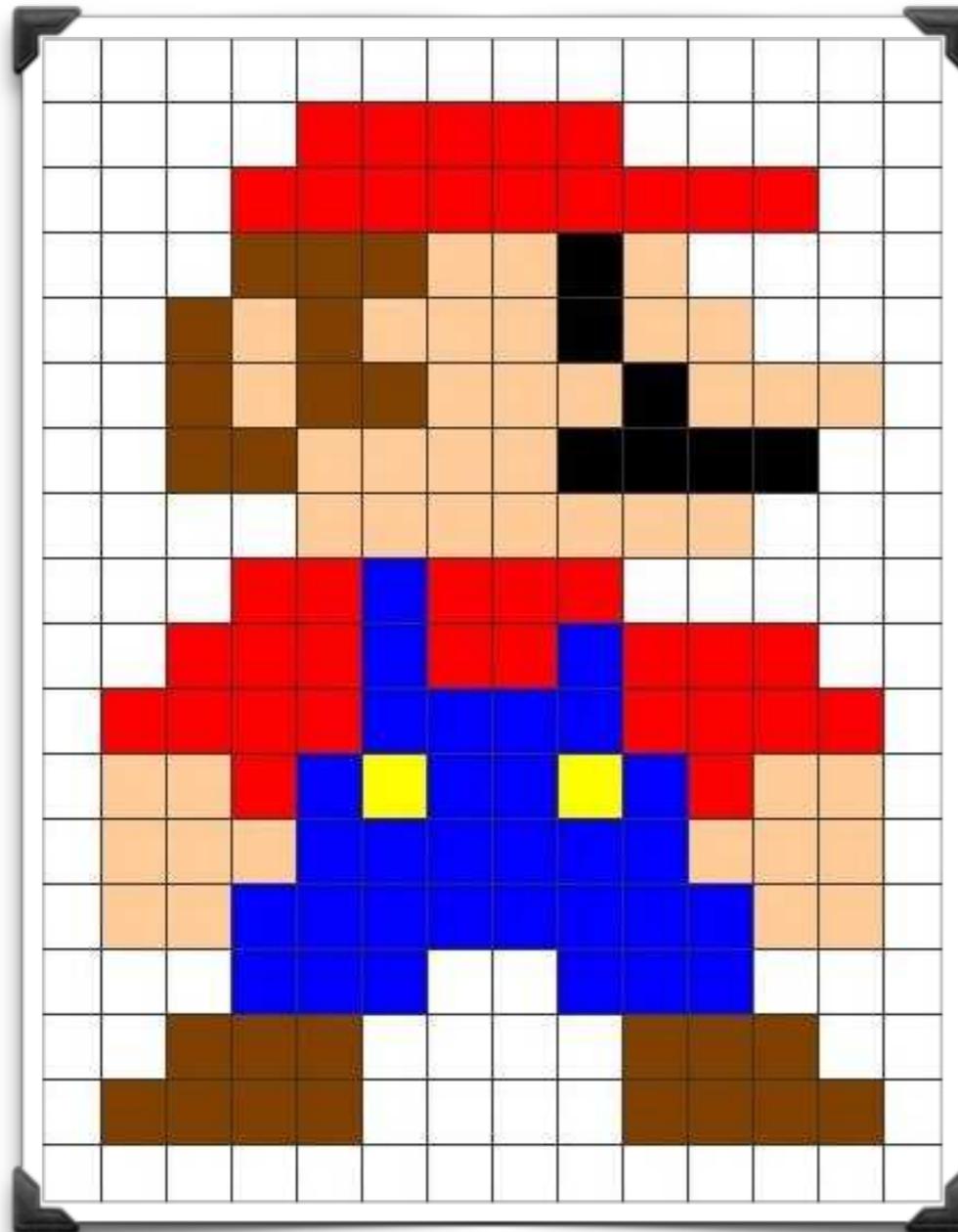
PIXEL ART ZOOMING OUT

WHAT IS PIXEL ART?

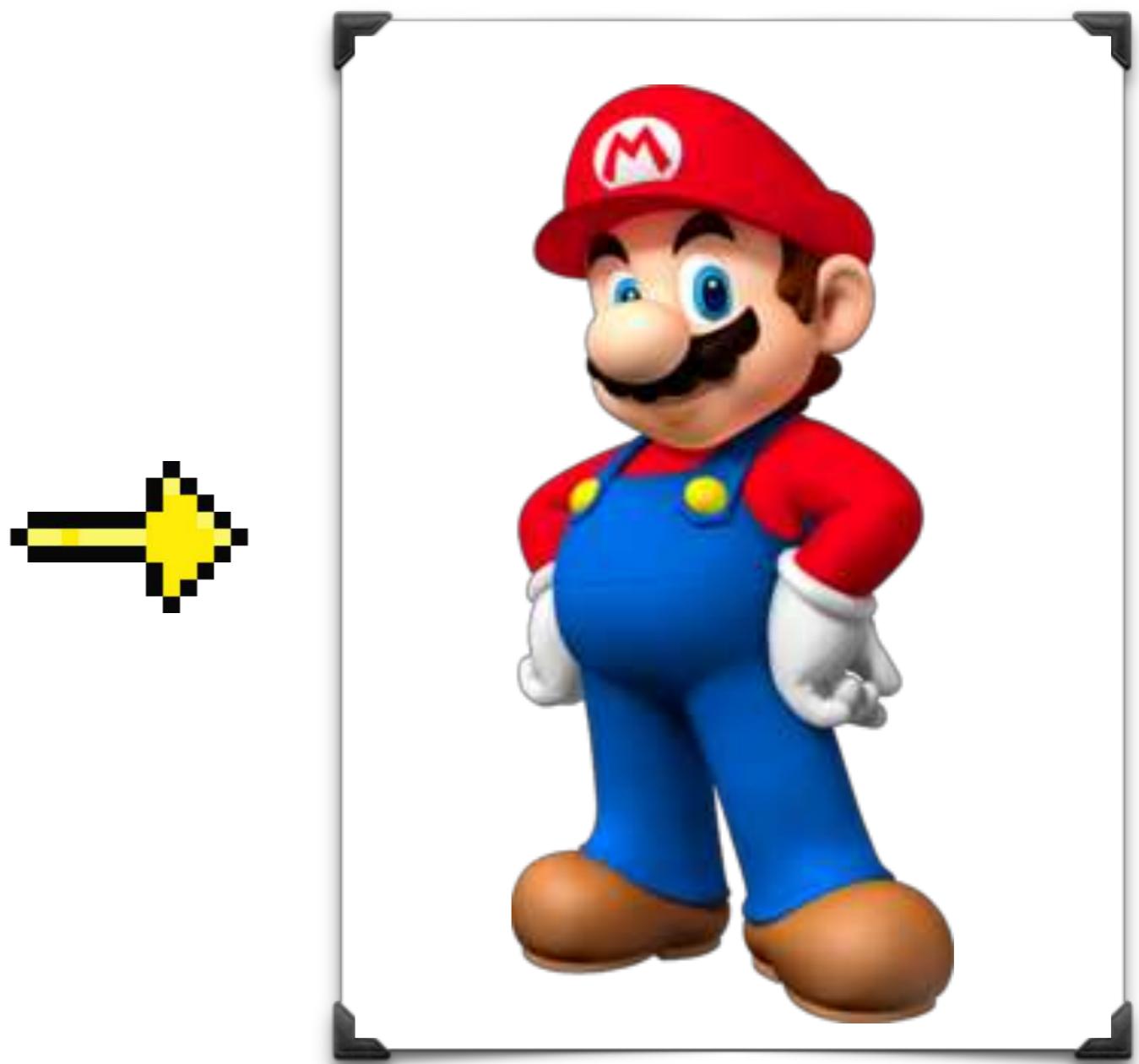
- Pixel art is a result of the **limitations** of old computer hardware. With a limited colour pallets, artists of old video games had to find a way to simplify the image.
- They used pixels, which were squares filled with a single colour.



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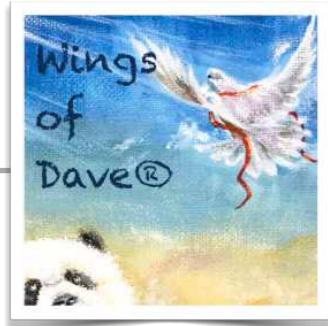
Pixel Super Mario



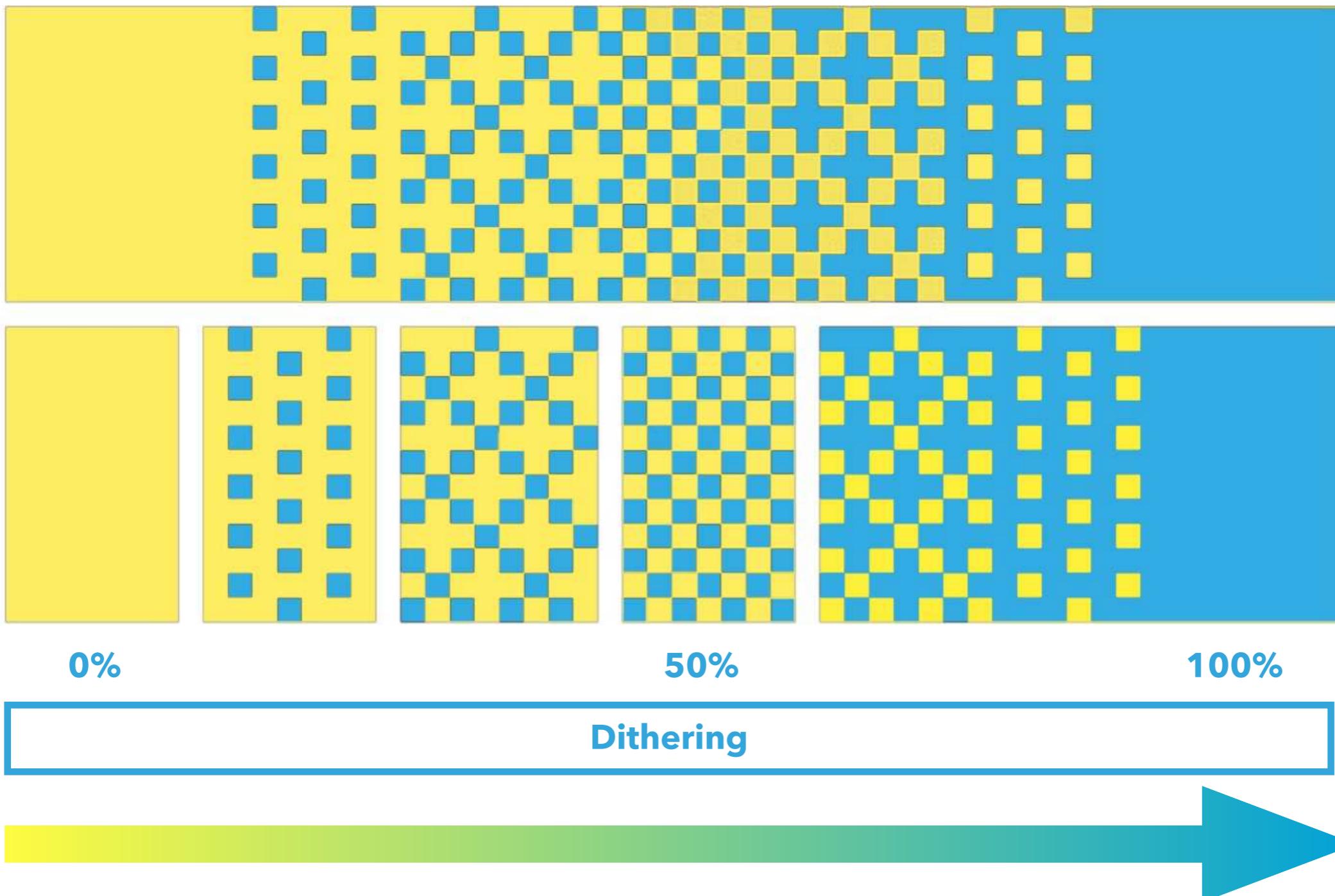
Today's Super Mario

DITHERING TECHNIQUE

- By blending (not mixing) two distinct colours (yellow and blue in the below example), the artist create the impression of a third colour (green). The process is called dithering.

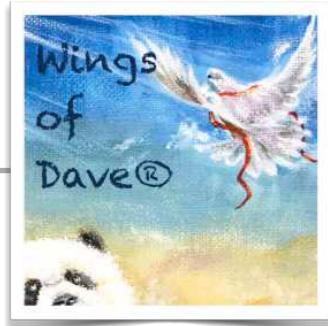


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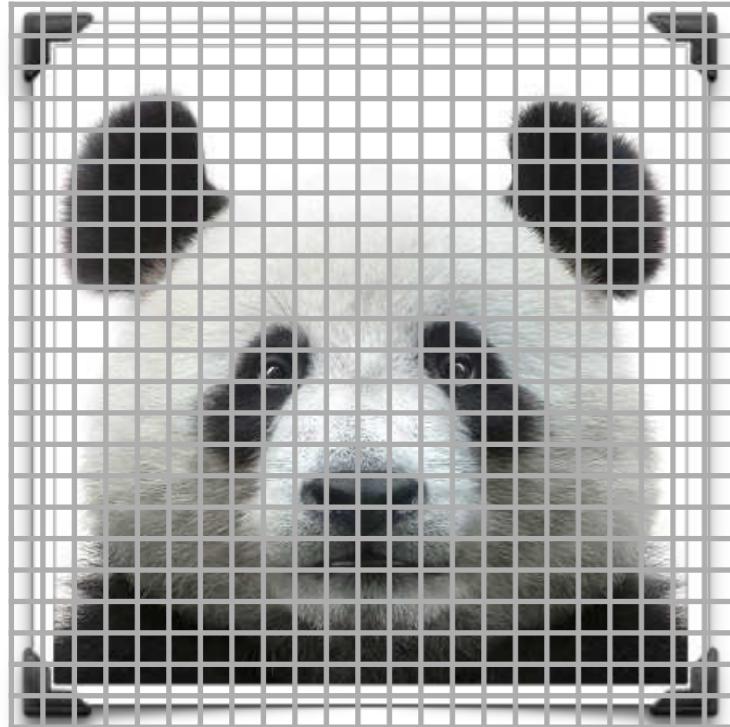


TRANSFER IMAGE ONTO A GRID

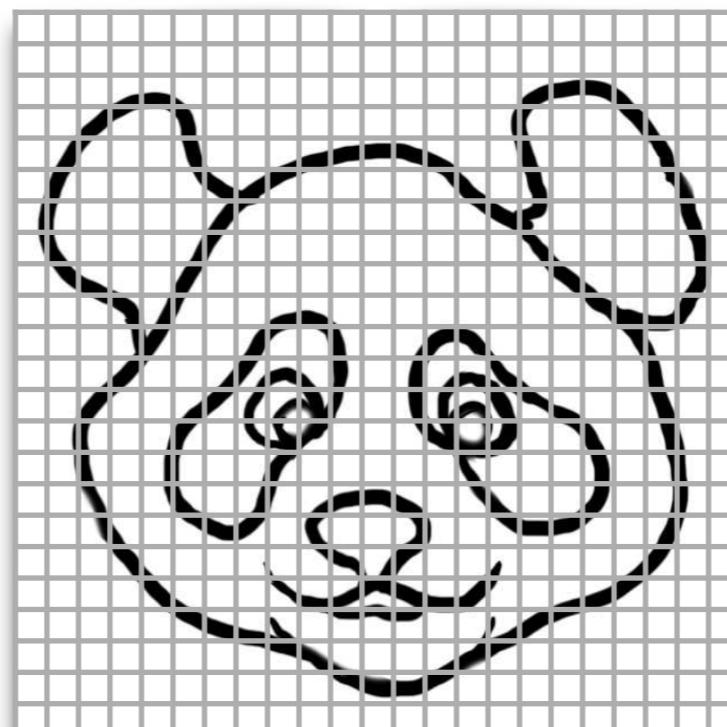
- Use the grid method.



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Step 1: draw a grid over your reference photo.



Step 2: draw a grid of equal ratio on a blank paper. Outline the image on your paper, with less focus on the details.

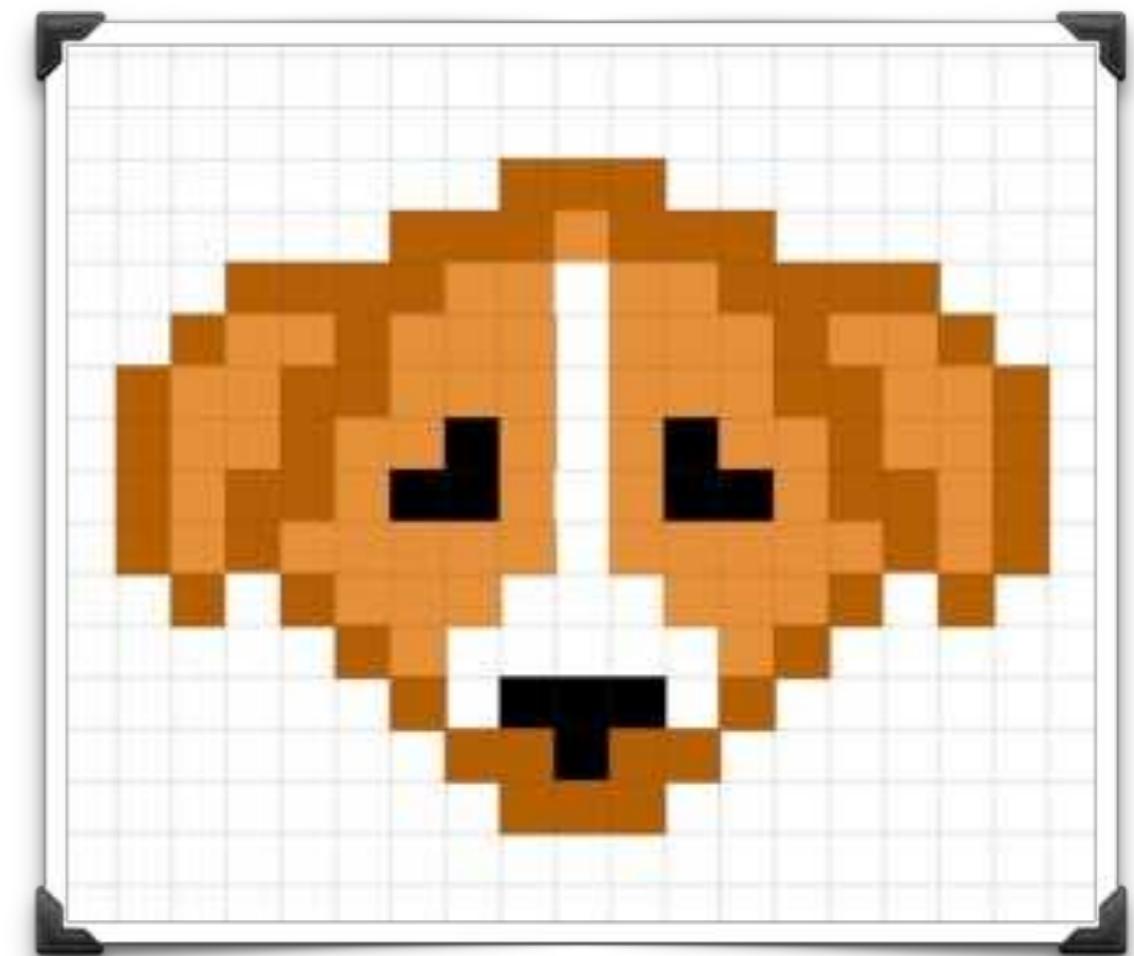
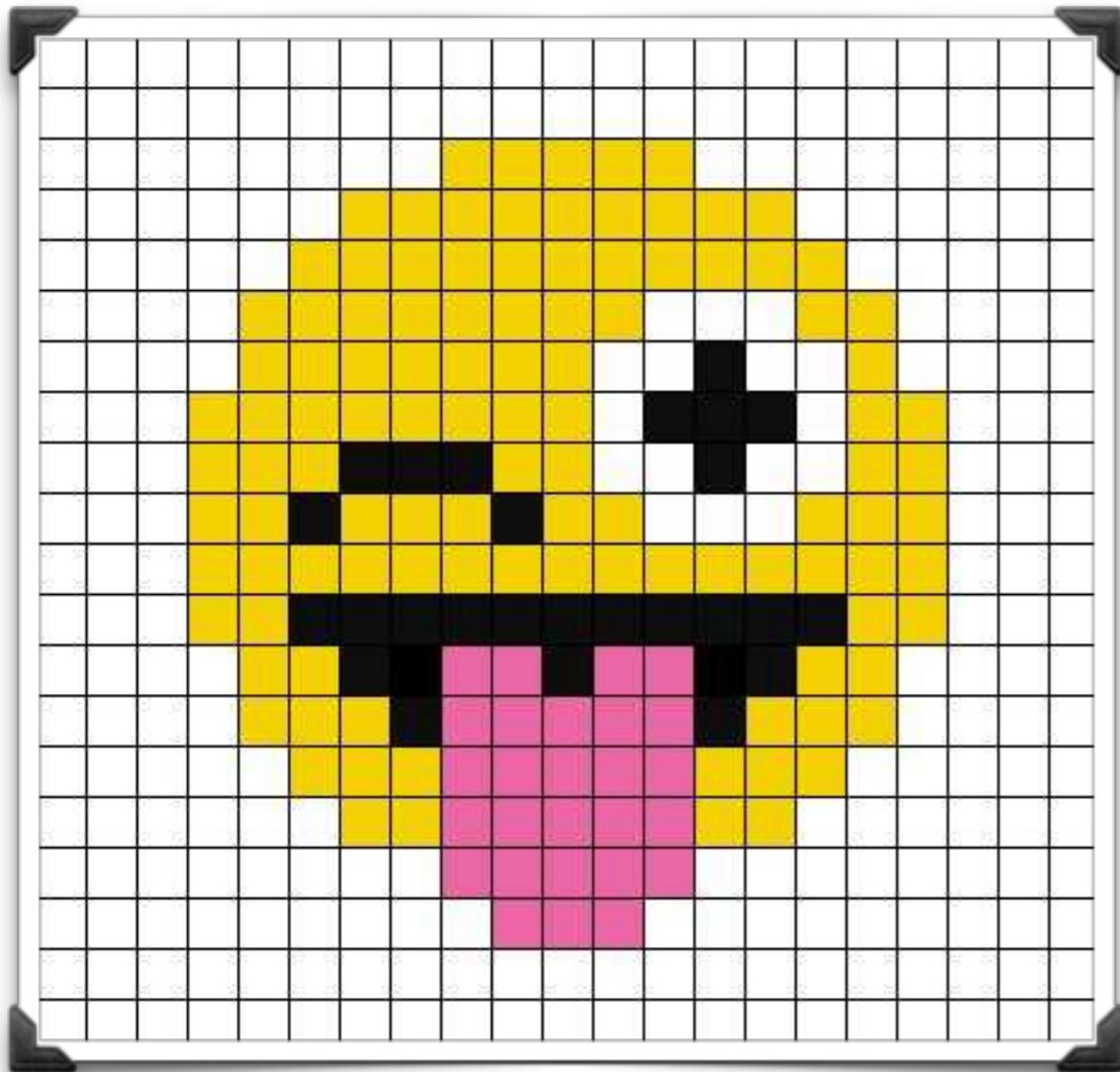
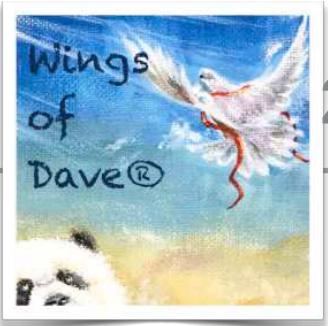


Step 3: fill each square with a single solid colour, ignoring any curve.

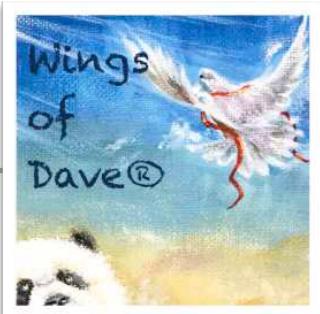
"Is using a grid for drawing cheating?"

LEVEL 1: CHOOSE A SIMPLE IMAGE

- Keep it simple. Use only 3 colours.



LEVEL 2: BUILD YOUR OWN MOSAIC WALL



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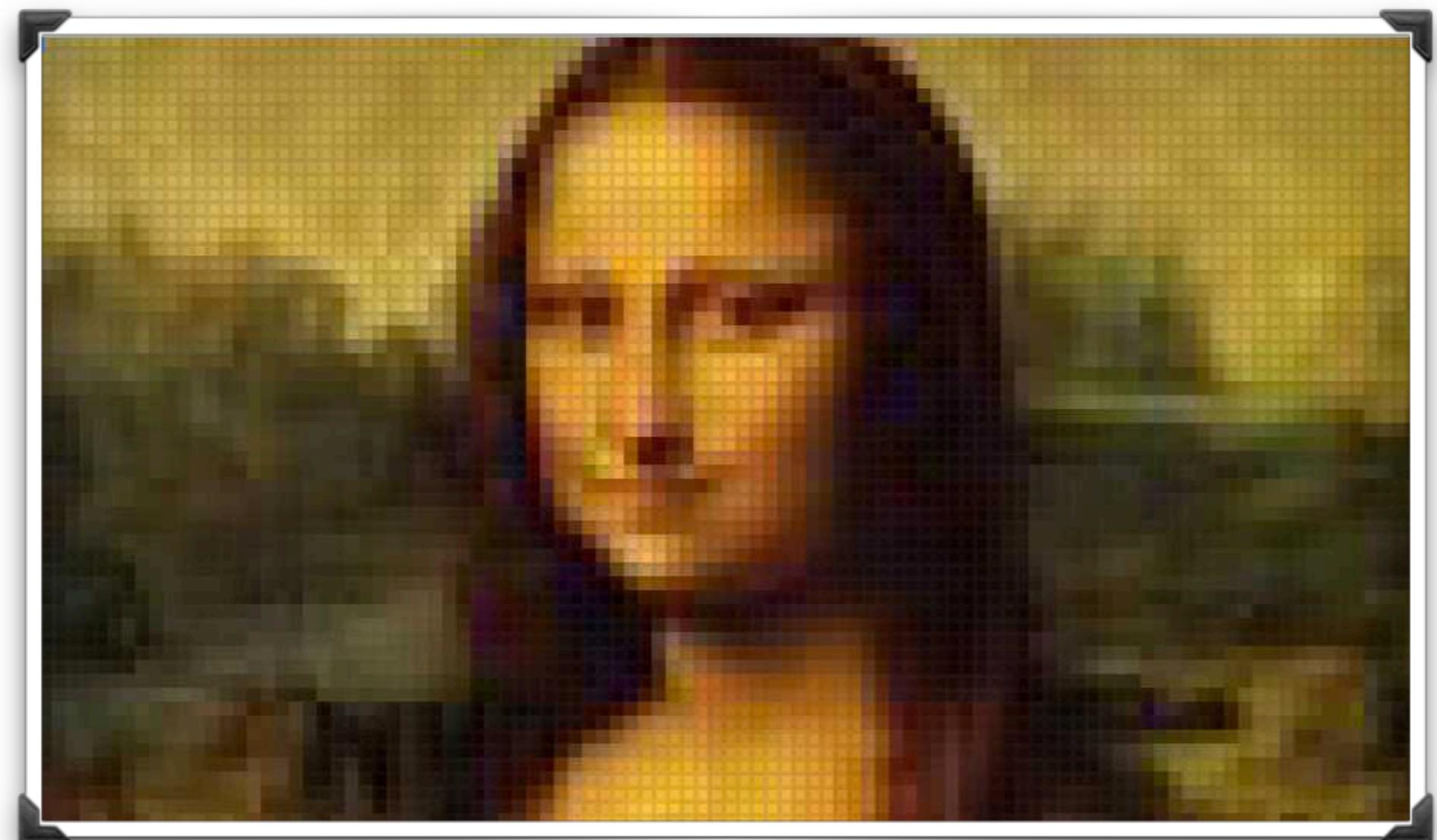
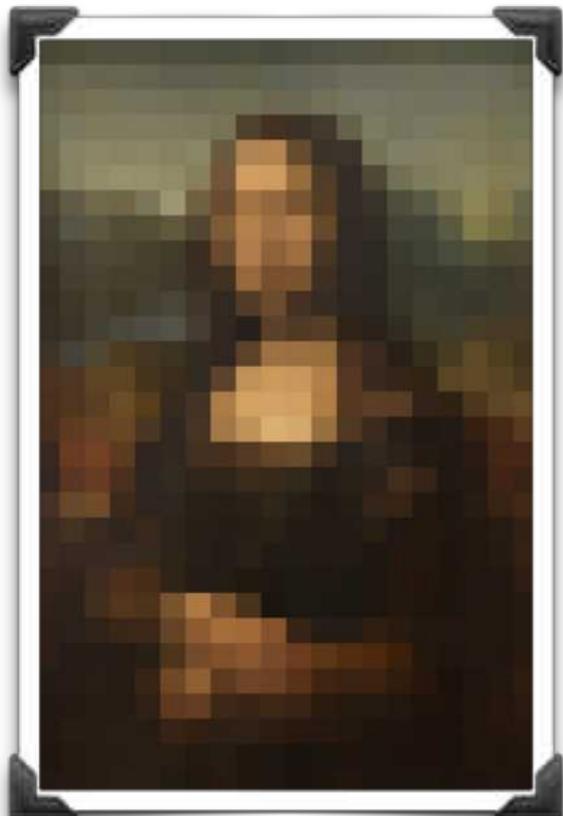
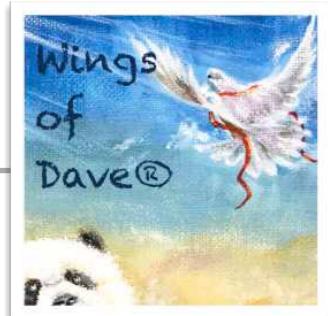
- Imagine using coloured square tiles to build a mosaic art. Use more colour if needed.



LEVEL 3: MONA LISA'S SMILE

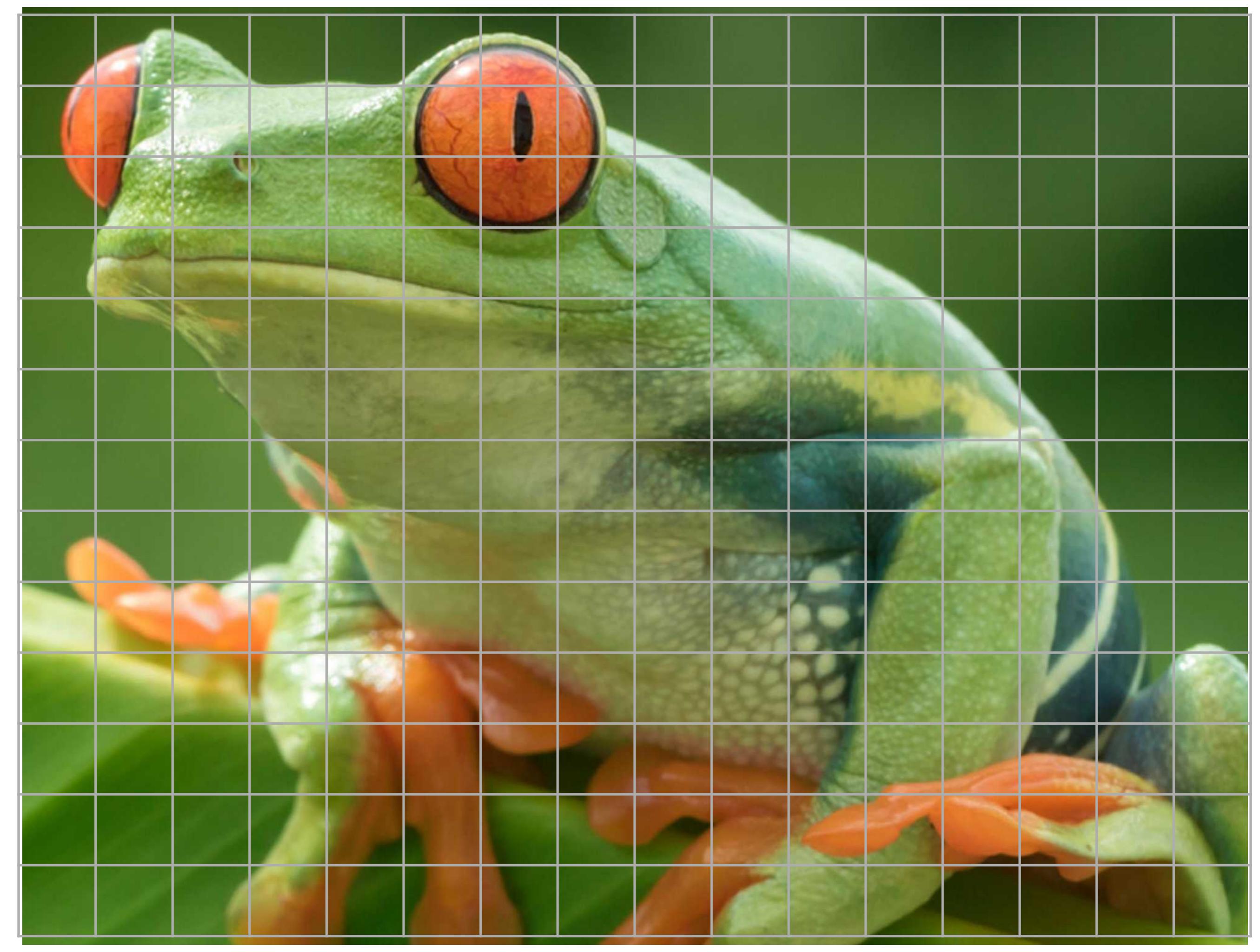
31

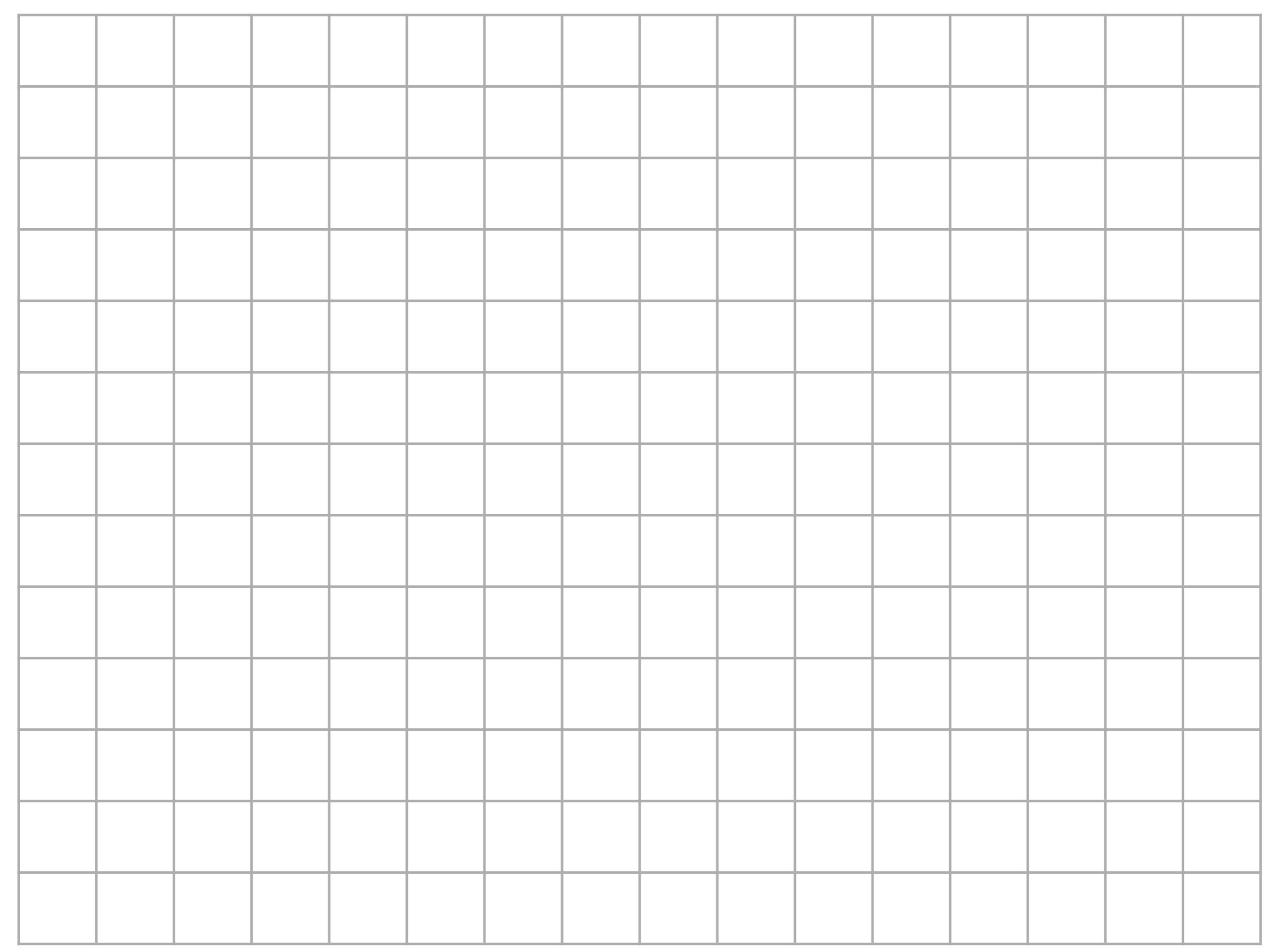
- The smaller the pixels, the more effective result you could get.
- Distance plays a key role here. Look at the picture in a distance would trick your brain to connect all the squares.

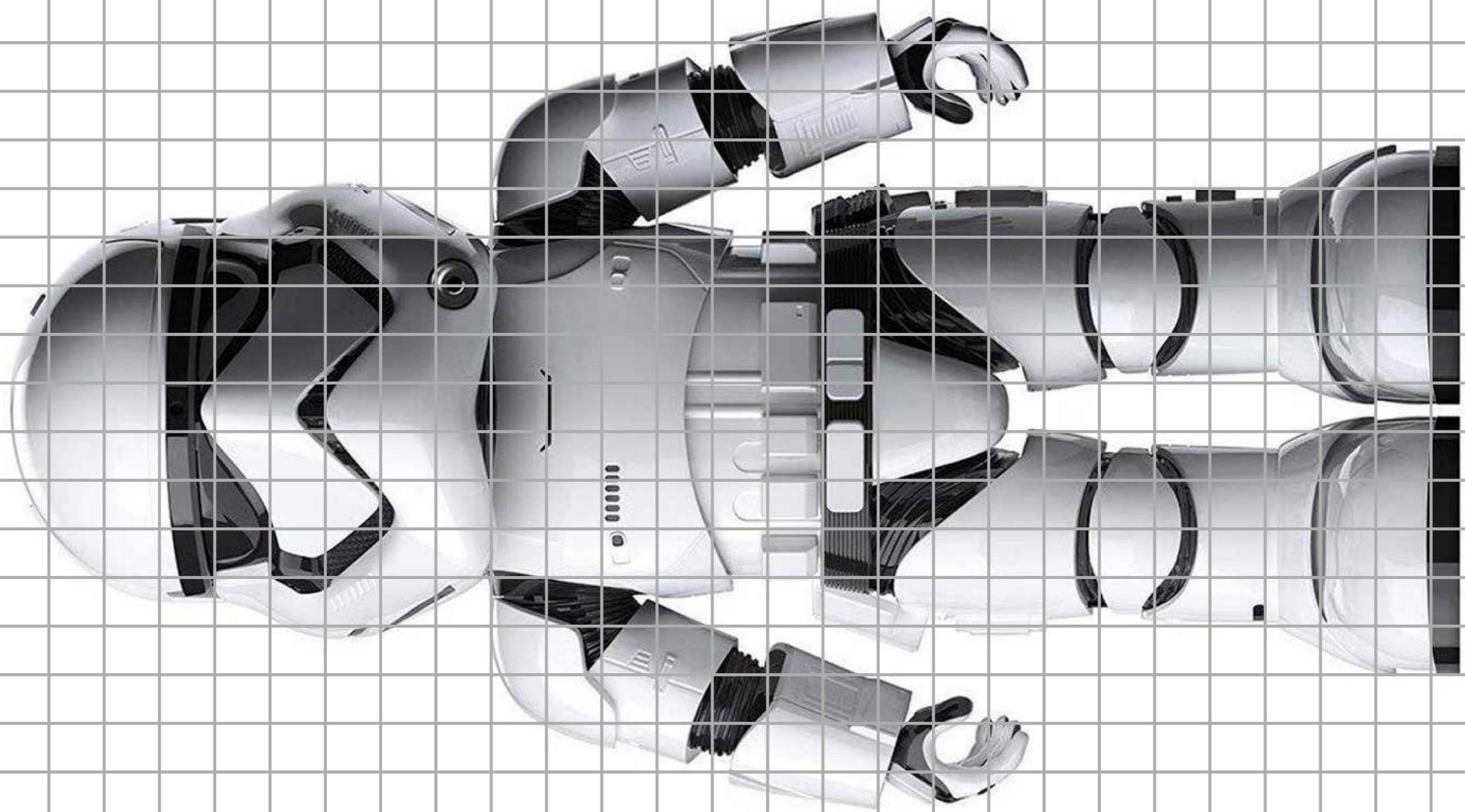


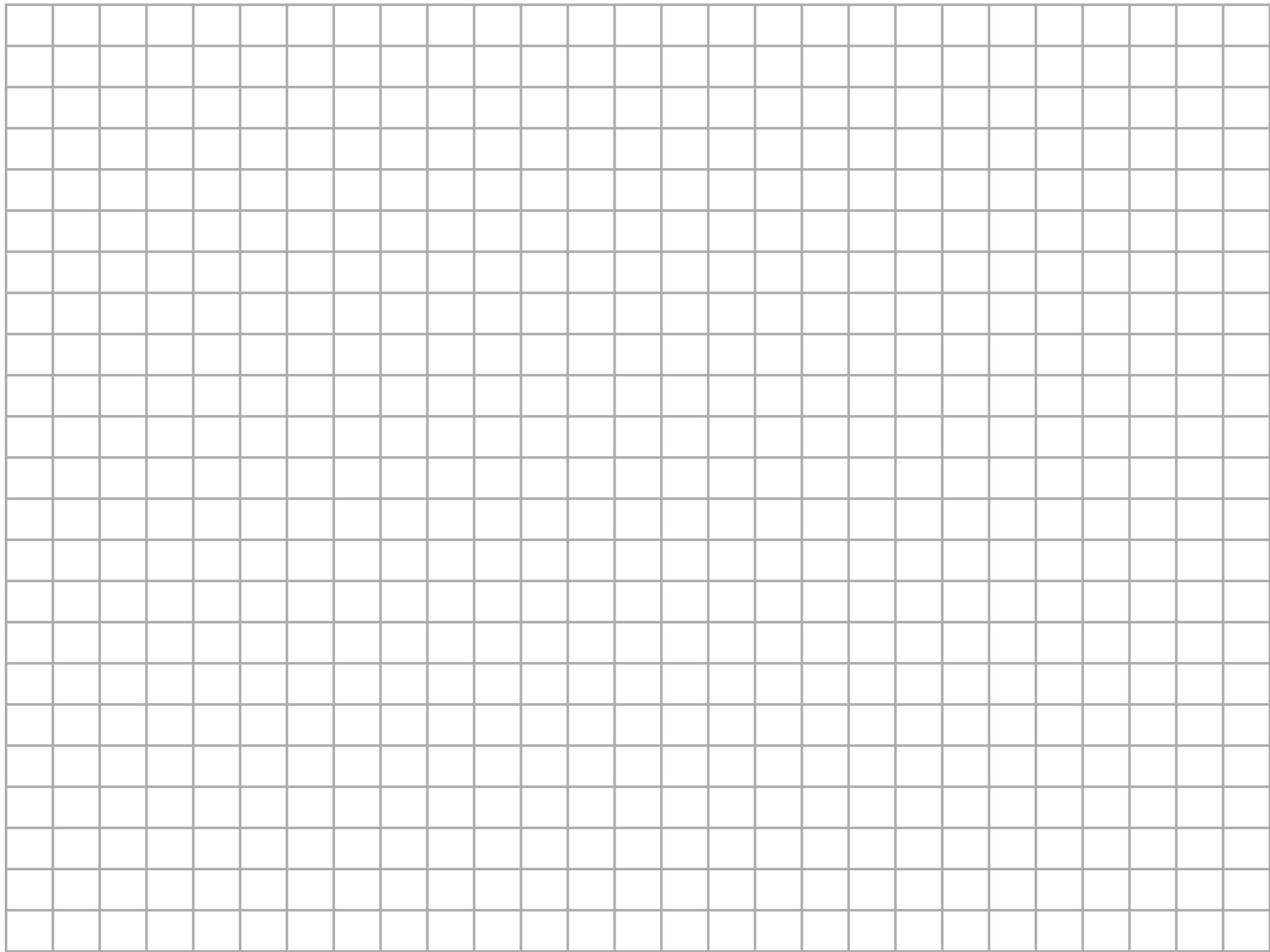


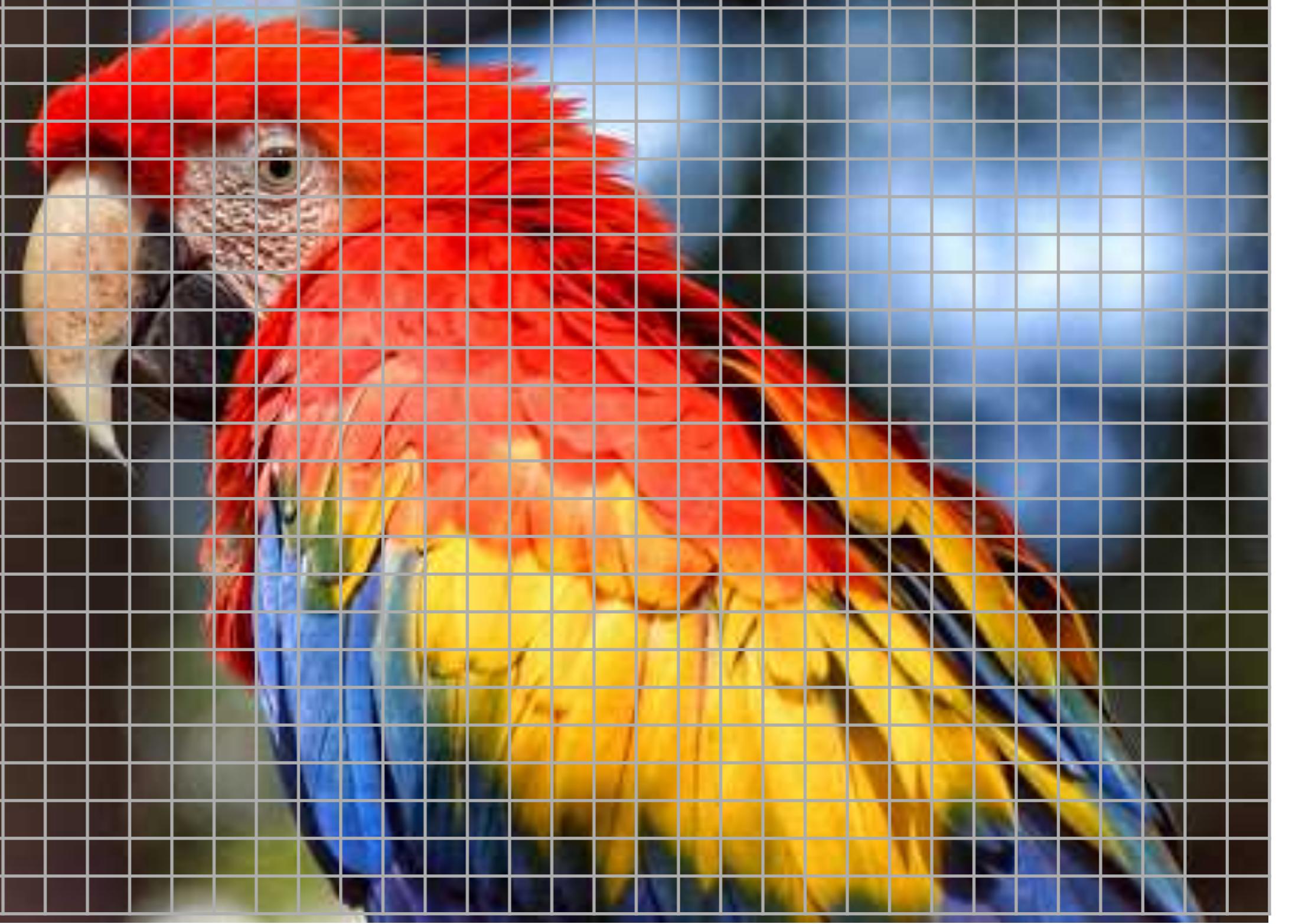


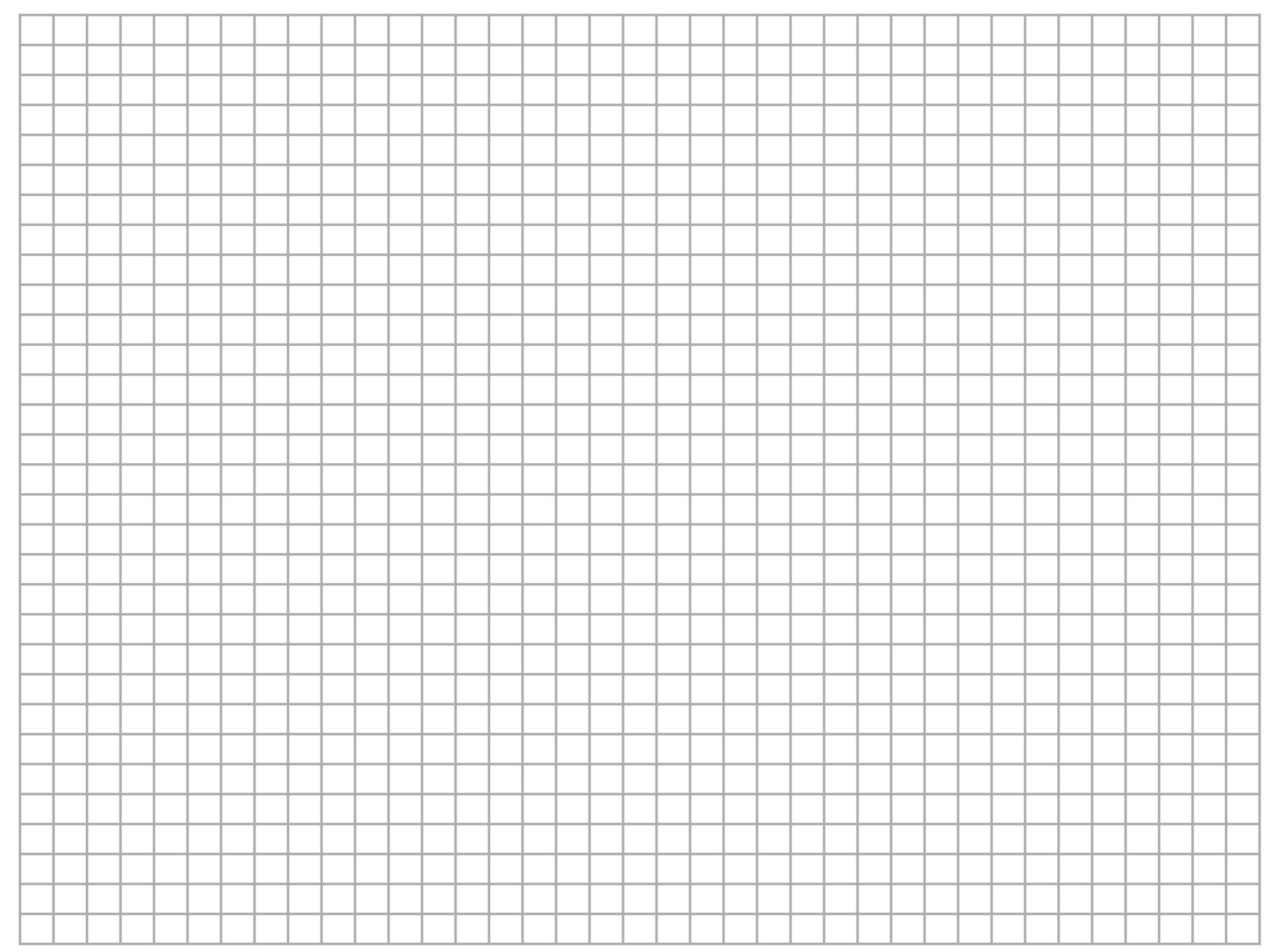


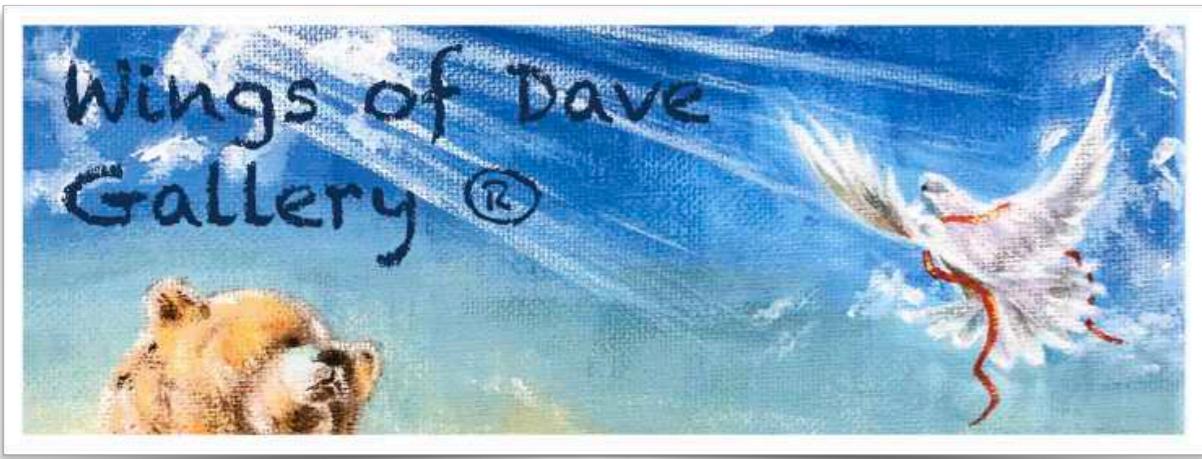










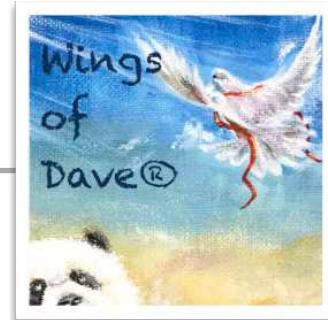


LESSON A-5

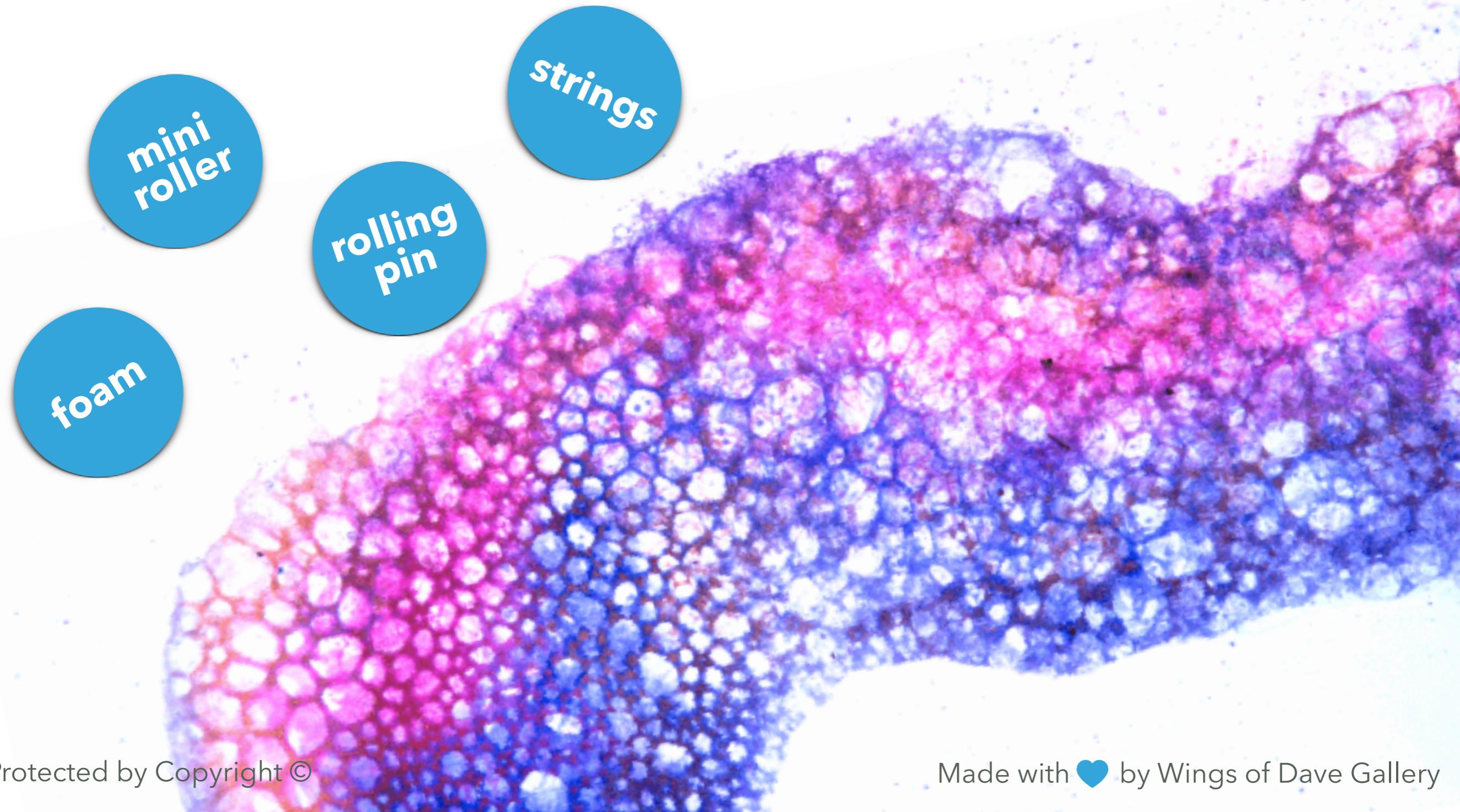
BUBBLE WRAP PAINTING AND PRINTING

LET IT POP...

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- Bubble wrap is great for creating interesting patterns and shapes with paint.
- It may lead to many unexpected surprising results.
- Let's explore bubble wrap painting along side with other resources.



CREATE YOUR OWN BUBBLY IMAGE - LEVEL 1

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CREATE YOUR OWN BUBBLY IMAGE - LEVEL 1

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CREATE YOUR OWN BUBBLY IMAGE - LEVEL 2

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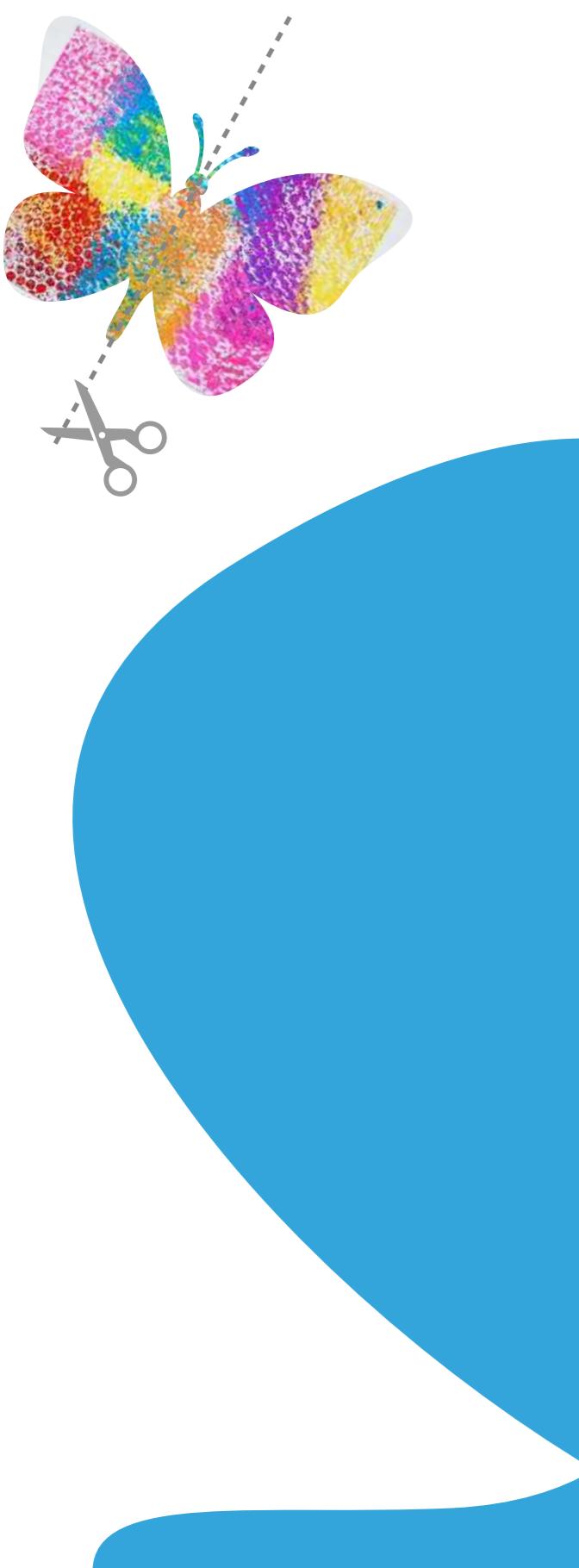


CREATE YOUR OWN BUBBLY IMAGE - LEVEL 2

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UNFOLD YOUR OWN BUBBLY IMAGE - LEVEL 1



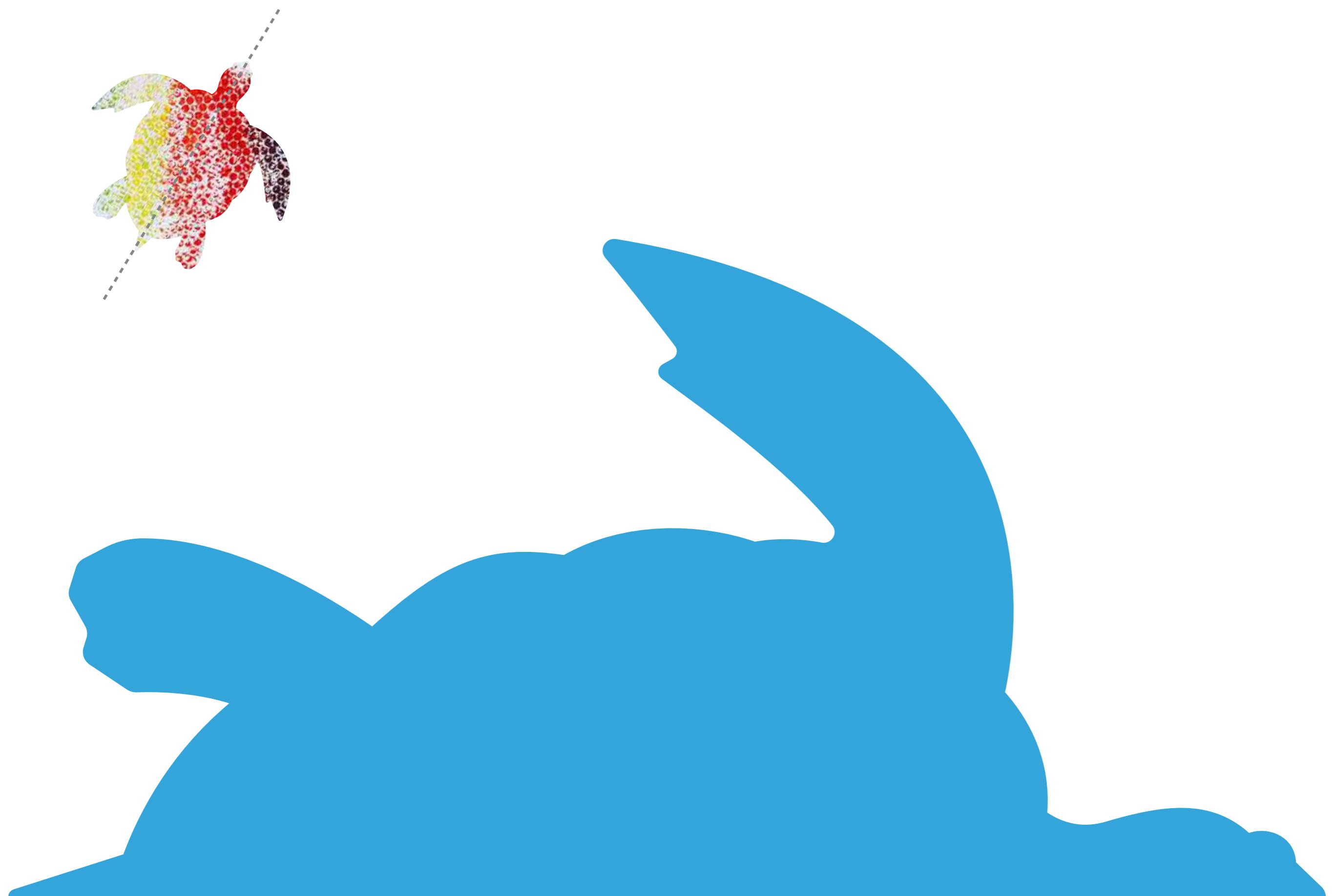
UNFOLD YOUR OWN BUBBLY IMAGE - LEVEL 1

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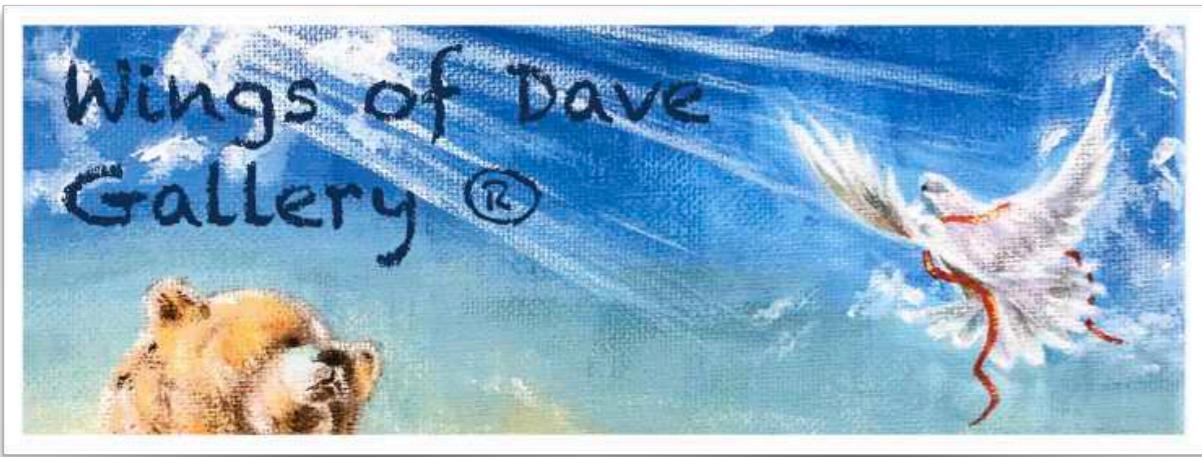
UNFOLD YOUR OWN BUBBLY IMAGE - LEVEL 1

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PAINT YOUR OWN BUBBLY IMAGE - LEVEL 3





LESSON A-6

ADJECTIVE-ADJECTIVE- NOUN

LEVEL 1 - TELLING A STORY

51



- Pick 2 adjectives and 1 noun randomly from separate envelopes, create a drawing of what the words meant when put together.
- Tell your own story using your imagination.



YELLOW

+

BABY

+

BEAR

adjective

adjective

noun

Story:

"This bright yellow baby bear loves eating honey all day!"

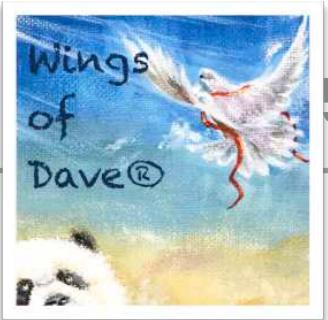
Adjective: An adjective modifies a noun or a pronoun by describing, identifying, or quantifying words. An adjective usually precedes the noun or the pronoun which it modifies. (ie: a blue truck; a happy baby; a sneaky bird)

Noun: A noun is a word used to name a person, animal, place, thing, and abstract idea.

LEVEL 2 - A MASSIVE ALICE VS A TINY ANT-MAN

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- Apart from **imagination**, sense of **humour** is also an important part of drawing.
- Try to exaggerate the size of an object in relation to its surrounding.



LEVEL 3 - STORY ILLUSTRATIONS

- Illustrate your own story based on the below poem, combined with the adjectives and nouns you have picked at random.



53

If I Were King

By A. A. Milne



I often wish I were a King,
And then I could do anything.

If only I were King of Spain,
I'd take my hat off in the rain.

If only I were King of France,
I wouldn't brush my hair for aunts.

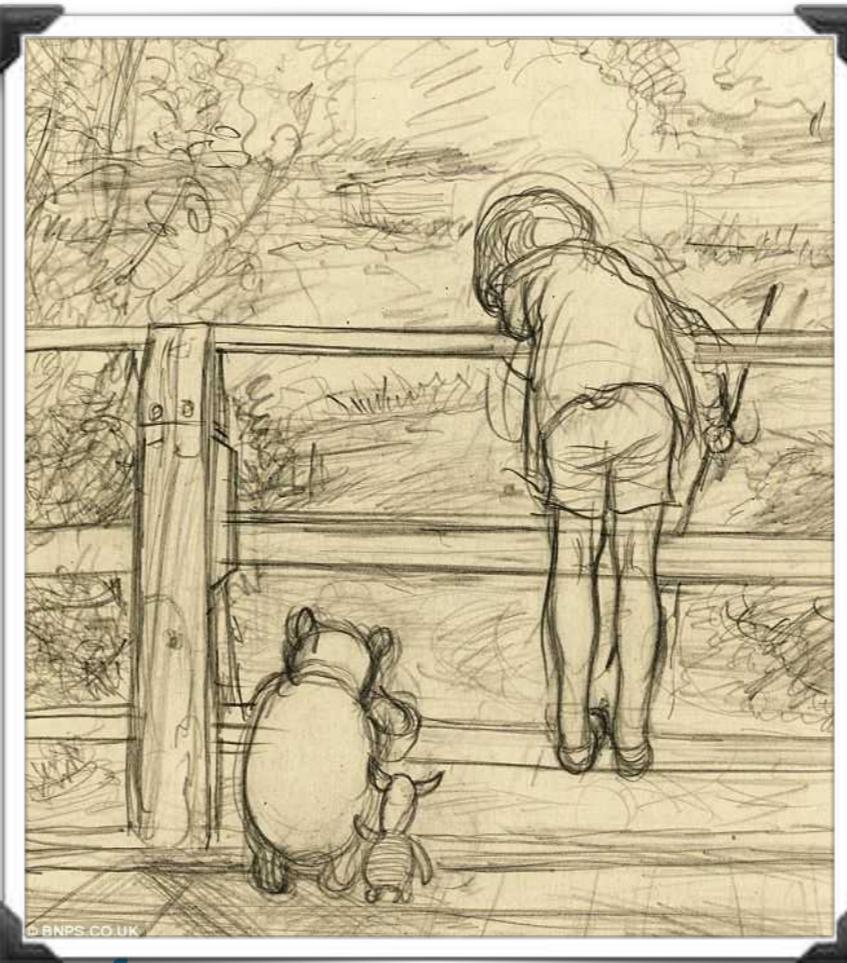
I think, if I were King of Greece,
I'd push things off the mantelpiece.

If I were King of Norway,
I'd ask an elephant to stay.

If I were King of Babylon,
I'd leave my button gloves undone.

If I were King of Timbuctoo,
I'd think of lovely things to do.

If I were King of anything,
I'd tell the soldiers, "I'm the King!"



About A. A. Milne

Full Name: Alan Alexander Milne

Born: January 18, 1882

Died: January 31, 1956

- He is an English author, best known for his books about the teddy bear **Winnie-the-Pooh** and for various poems.
- His son was the basis of the character **Christopher Robin** in his stories.
- "If I Were King" is about a child dreaming of all the things he would do if he were the king. He would run the world differently than other kings by focusing on **enjoyment**.
- A.A. Milne started his writing career by writing funny articles for various magazines.

Adjectives

dark	happy	spotty
brave	sad	strippy
skinny	hot	leaky
messy	freezing	broken
awful	wet	funny
sunny	bright	windy
bumpy	rough	dirty
smooth	curvy	grey
wavy	straight	crowded
angular	round	lonely

Nouns

beach	winter
flowers	summer
spring	autumn
bear	monkey
dolphin	snowman
building	eagle
duck	unicorn
robot	house
rabbit	volcano
sea	ship