



Roll an Abstract

OVERVIEW

Students will learn about the abstract artists Joan Miro, Alexander Calder, and Alfred Appel as they create their abstract work of art through the Roll an Abstract Game! The game master will roll the dice and students will draw whatever abstract shape the dice commands. The best part? Everyone's masterpiece will be different as students still have to choose where to draw the shape and how big or small it will be!

STANDARDS

ESSENTIAL QUESTION

Why do you think artists enjoy abstract art?

STUDENT LEARNING OBJECTIVES

Students Will:

- Learn to appreciate abstract art through creating their own abstract masterpiece
- to use art vocabulary while creating art.
- to explore different media while creating art.

STANDARDS

Arts Education

Kindergarten

- 1) Engage in self-directed exploration and imaginative play with art materials.
- 6) Share and talk about the art they are creating.

1st Grade

- 2) Explore and experiment with a range of art materials.
- 6) Use art vocabulary while creating art.

2nd Grade

- 6) Integrate art vocabulary while planning and creating art.
- 11) Categorize images based on expressive properties

ART DISCUSSION

DISCUSSION PROMPTS

- •What do you wonder or notice about this piece?
- •What shapes can you identify? How many?
- •How does the placement of the circle in Calder's piece affect the art work? (Off center)
- •What other details do you notice about this work?
- •What does it look like it was created with?
- What is abstract art?

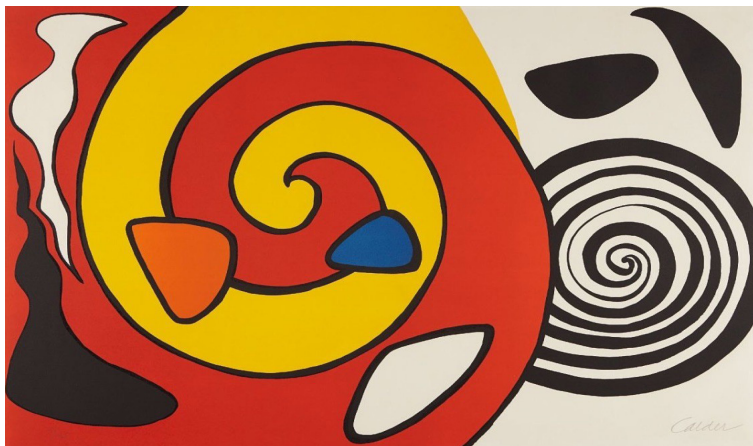
ABOUT THE ARTISTS



Joan Miró, *L'Ornithologue*

Joan Miró was a Spanish painter, sculptor, and ceramicist born in Barcelona. From Britannica Kids: "A leading abstract surrealist artist, Joan Miró is remembered best for the bright colors and fanciful shapes that fill his lighthearted paintings, etchings, and lithographs.

Miró was born in Barcelona, Spain, on April 20, 1893. He studied art first with Modesto Urzell and later with Francisco Galí. In 1919 he visited Paris for the first time. There he had the opportunity to see the work being done by the fauvists and Dadaists, groups of artists who were experimenting with radical new modes of artistic expression



Alexander Calder, *Spirals*

The man that made modern art move! From Tate Kids: "Calder was born in Pennsylvania, USA in 1898 into an artistic family, his grandfather, his father and his mother were all artists. However, as a kid he was great at Math, so he decided to study engineering at university. This turned out to be very

useful later on when he was inventing his kinetic sculptures. Kinetic is used to describe a type of art that moves, either by air or the use of a motor. In 1926 Calder made a miniature circus out of wire and bits of cork and fabric. He called it the Cirque Calder, and artists like Pablo Picasso were invited to come and watch performances. As a kid, Calder loved the circus, especially the acrobats. He was impressed by their ability to balance on thin wires high up in the air.



Karel Appel, *Untitled*

From Tate Kids: "Karel Appel liked children's paintings. He liked the way that children don't spend too long thinking about how a picture looks, or what colors they will use and just use their instincts. He thought adults should try using their instincts more too. Appel was part of an artist group called CoBrA. CoBrA stands for the first letters of Copenhagen, Brussels and Amsterdam. These are the cities that the artists of the CoBrA group came from.

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ART INSTRUCTION

MATERIALS

Roll a shape handout, dice, watercolor paper, pencil. oil pastels, watercolor kit. brush, cup of water, sharpie

INSTRUCTIONS

1. Play the game! Shapes will be assigned to numbers on the dice. With a pencil or sharpie on their watercolor paper, students must draw whatever shape the dice lands on.
2. Once the game is over, students will carefully go over their pencil marks with oil pastels
3. Next students will color in their work with watercolor paints
4. Lastly, students will get a chance to compare their work to each others and the inspiration pieces. Everyone will be amazed by how different their results are!



TERMS

ABSTRACT ART - does not represent real things. It uses colors, lines, and shapes to make images that express feelings.

EXPAND

LINK TO VIDEO GUIDES



RESOURCES

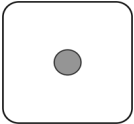




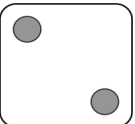

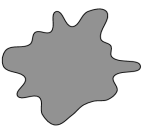
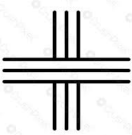

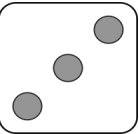

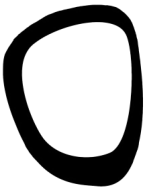
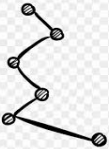

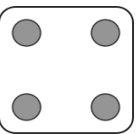
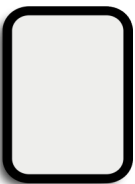


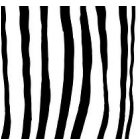
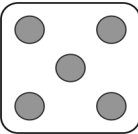




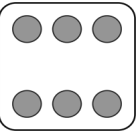



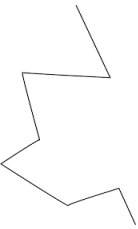
<https://kids.britannica.com/students/article/Joan-Mir%C3%B3/275864>

<https://www.tate.org.uk/kids/explore/who-is/who-alexander-calder>

<https://www.tate.org.uk/kids/explore/who-is/who-karel-appel>

RULES: You must draw whatever shape the dice lands on!

You can make it any size you want and place it anywhere on your paper!

Roll an Abstract!	Shapes! (Rolls 1 & 2)	More Shapes! (Rolls 3 & 4)	Lines! (Rolls 5 & 6)	More Lines! (Rolls 7 & 8)	Artist's Choice! (Rolls 9 & 10)
					Choose one from this row!
					Choose one from this row!
					Choose one from this row!
					Choose one from this row!
					Choose one from this row!
					Choose one from this row!