

## **Introduction to Looking at Art**

**Length of tour: 1 hour** (can be shortened to 45 minutes for younger children)

### **Tour Description**

This tour, geared to the interest level and attention span of the young child, introduces museum appreciation and basic art vocabulary. Students identify subject matter, types of two and three dimensional art and discuss the purposes of art.

### **Goals**

- To learn that an art museum is an enjoyable place where works of art are collected and displayed in galleries for everyone to see
- To discover the different kinds of objects collected in an art museum
- To develop a visual arts vocabulary
- To practice the skill of looking
- To give children a sense of ease and familiarity with the museum environment

### **Rationale**

An art museum is an exciting place to explore art objects, the world, people and ideas. It encourages children to use their imaginations, their eyes, and their minds. The Museum is a community resource for education, leisure and inspiration.

### **Topics**

- What is collected in an art museum
- The language of art: line, shape, color and texture, and how they are used expressively
- Subjects and themes in works of art
- Purposes of creating art
- Art styles: realistic, abstract, and non-objective
- The materials and tools artists use
- How the museum helps a visitor navigate the galleries and learn about art: maps, labels, printed guides, gallery attendants, etc.

## **Arizona Education Standards**

### **Visual Arts Standards**

Strand 2: Relate

Concept #1 Artworlds (PO 001, PO 002, PO 103, PO 204)

Concept #2 Materials, Tools, Techniques (PO 001)

Concept #3 Elements & Principles (PO 001)

Concept #5 Quality (PO 002)

Strand 3: Evaluate

Concept #1 Art Issues & Values (PO 002, PO 003, PO 204)

Concept #3 Elements & Principles (PO 001)

Concept #4 Meanings & Purposes (PO 001)

Concept #5 Quality (PO 001)

### **Language Arts Standards**

Grades PK - 3

VP-R2 Identify story events or information from visual media

VP-F3 Access, view and respond to visual forms