

# Teachers Guide

## For Schools without an art curriculum in their syllabi

### Government School visits to NGMA Bengaluru

#### Objectives:

1. To learn and appreciate the artworks in the museum.
2. To learn about any one or more of the artists in our collection
3. To create a work of art.

#### Before your visit to NGMA Bengaluru

As an introductory activity, copies of a few paintings will be given to the Instructor, who will display them in the classroom as a visual stimulus. Questions related to the paintings will be given to facilitate the teacher to help generate interest among students.

- What forms are used?
- What colours are used?
- Try making a drawing of any of the pictures. Change the colour and see what happens.
- What is space and how is it used within the picture? Describe this with words, for example - Crowded, spare, and elevated, down below, distant, etc.

#### While in NGMA Bengaluru

##### Option 1

- Ice breaker – A game of Treasure Hunt consisting of visual and verbal clues - 20 minutes.
- ID Cards – create your own ID cards with things you associate yourself with. For Example – likes, dislikes, physical features, etc. - 30 minutes.

##### Option 2

- Ice breaker – A game of Treasure Hunt consisting of visual and verbal clues - 20 minutes.
- I am creative – Paint a picture using one's body parts like fingers, palms, elbows, feet, etc.- 30 minutes.

##### Option 3

- Divide the students in groups of four each.
- Select a work of art from the 10 visuals given.
- Look at the work and discuss, elaborating some of the questions mentioned above (shape, form, colour, etc) and below:  
What kind of emotion does the artwork evoke – happiness, sorrow, surprise, fear, anxiety, doubt, contemplation, remorse, etc?

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- Keeping these emotions in mind create a work of art with your team, using colours that your team and you associate with emotions.
- Post us a story inspired by the artwork in the form of writing or drawing.

### **After your visit**

- A few more images related to what was discussed in the gallery will be given to the Instructor which can be put up in the class room as a visual stimulus.
- Change these images at regular intervals. With friends from your class, collect pictures that you like from what you see around you.