
50 Ways to Use Mobile Masterpieces

1. Create a special display area in your family room or child's room for an exhibition. Exchange your prints regularly so you will always have something new and wonderful to look at.
2. Use the print as an illustration for an oral report about the artist or subject to your class.
3. Try out different types of art reproductions in an area where you may wish to hang a more permanent piece. Check for size, color, mood, etc.
4. Make up a round robin story about the print. The first person sets the scene by telling what happened before the painting was completed, the next person tells about the painting, the third person continues the story, etc.
5. Think up ten questions to ask about the painting. They can have factual or subjective answers.
6. How would you advertise the painting?
7. Experiment with different types of art media. If the print you borrowed is a collage, create a collage yourself.
8. Draw a cartoon strip that includes the subject matter of your print.
9. Compile a list of vocabulary words that your print elicits. Find out the meanings. Get a kiss (Hershey's or plain) if a family member uses it in a sentence.
10. Write sentence strips that tell about the print. Have kids put them in order and read them back to you.
11. Check out a book about the artist or locate biographical information in an encyclopedia.
12. Use the electronic resources of the library to find out more about the subject matter of your print.
13. Analyze the composition. Try to copy the work with colored pencils or watercolors.
14. Make up riddles about the subject of the print and try them out on family members.
15. What do you think is the setting for your print— the location or time period? Find out more about this.
16. Look at the way the artist uses lines in the print. Experiment with lines that are vertical, horizontal, diagonal, curved, narrow, and wide.

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17. Note the differences between realistic and impressionistic styles of painting. Point out the absence of detail; the brighter, lighter colors; the absence of black; the looser brushstrokes; and the treatment of sunlight and shadow in impressionistic works.
 18. Attempt to copy some of the techniques used by the artist of your print in your own artwork.
 19. Use the subject matter as the subject of your own drawing or painting.
 20. Create a “word picture” of your print.
 21. Create a similar work using the collage technique. Make a geometric collage on one half of a piece of paper and an organic collage on the other half.
 22. Use the library catalog to locate other paintings by the same artist.
 23. Compose a poem about the print. Experiment with haiku or limericks.
 24. Look at the print for 5 seconds. Turn around and try to tell a friend all the things you saw in the print.
 25. Play the ABC game. Discover a word for each letter of the alphabet in your print. Compare lists with other players. If two or more have the same word, it doesn't count. Add up points to determine the winner.
 26. Name the four W's— who, what, where, and when for the subject of your print.
 27. Explore your own sensory awareness. Consider sight, sound, touch, taste and smell as they relate to your print.
 28. Think of five questions you would like to ask the artist.
 29. Does your print express any of these emotions: happiness, anger, grief, peace, fear, surprise, or love?
 30. Use a timer. Write down as many things as you can see in the picture. See which family member can come up with the most things.
 31. Play *What's Wrong with This Picture?* If you were painting this picture, is there something you would do that you think would make it better? Do you think the artist made a mistake? Pretend you could leave a note in a Suggestion Box for the artist. Here are some ideas: *Dear Mr. Whistler, maybe you could make the girl's dress pink next time. (White Girl, Print 121)* To the painter of *Two Rabbits in a Landscape (Print 73): Isn't there something funny about that rabbit's front leg? Maybe it would help if you looked at some real rabbits' legs to see how they go.* Take care to write your suggestion in a way that won't hurt the artist's feelings.

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32. Pretend you hired the artist to paint this picture. You are very unhappy with the finished work. Make a list of reasons why you refuse to pay for it!
 33. A good picture can be like a window into another world. What else is there, that the artist doesn't show you in their picture? Imagine you can "look" to the left, to the right... what does your imagination show you? It might help to pretend you are looking through a video camera: first see the image in the picture. Now, pan left and then right. What more do you "see"? Write it down.
 34. Play *Oops! My Mistake!* Write down several sentences about your picture. Make a little mistake in each sentence, except *one*, and post your sentences near the print. For example, misspell the artist's name, write about the dog in the picture when there really isn't any dog, give the painting's date but mix up the numbers... Let everyone correct the sentences. Give a treat to the person with the most corrections, and a treat to the first person who finds the correct sentence (and can explain why it is correct!)
 35. Make up a crossword puzzle and clues to go with your print.
 36. Every person has a right to their own opinion about art, even about a famous masterpiece. Write a secret "Dear Diary" about a picture that just doesn't please you. *Dear Diary: I just don't understand why people say the Mona Lisa is so beautiful!*
 37. When you are planning a trip, look for a print that relates to your destination. If the original is on your route, make plans to visit on your vacation. The Internet can be helpful in finding locations of original artworks, gallery information, even maps and directions. *Note:* allow plenty of time for this research and remember that some works of art belong to private collections that are not open to the public; some have been lost, destroyed, and even stolen!
 38. If you can visit an original work of art, compare it to the print you have seen. Notice brushmarks, differences in color, the sort of frame the gallery has chosen. How do you respond to the original work of art after studying the print? Do you have more of a sense of the artist having been a real person? How close did the gallery allow you to stand to study details? Do you think you enjoyed your gallery visit more than you would have if you had never seen a copy of the picture? *Note:* one such picture is Gilbert Stuart's *George Washington*, which is hanging in the Phoenix Art Museum.
 39. Make up a word-search puzzle about your print.
 40. Make a print your focal point for relaxation, meditation, lamaze!
 41. Find out when your picture was made and look for other paintings or photographs that were made at about the same time. Compare and contrast.

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42. Find out the artist's birth and death dates. How old was he or she when the picture was done? Think about what else was happening in the world at that time. For example, Fragonard's painting of a French girl reading (Print 88) was done in 1776. What was happening in America? What happened later in France? What do you suppose might have happened to this young lady?
 43. Compare different artists' visions of the same subject. For example, sunflowers. Look at paintings by Monet, Van Gogh, and Rivera. What do you think "girasoles" are?
 44. Imagine that you are the artist who created the art print you have selected. You are just starting your day. What kind of clothing do you put on? What do you have for breakfast? What is your studio like, or do you work outside? Are your parents happy about your work, or do they want you to do something else? Do you think you will make a lot of money?
 45. Imagine the artist sent you this picture for your birthday. Write the artist a thank-you note and mention all the things you like about the picture.
 46. Imagine that you are the artist who created the picture you've just checked out. What will your next picture be like?
 47. Choose a picture that you like. Use the Internet to see other works by the artist. Use the Artist list at the back of the *Mobile Masterpieces* album to get started.
 48. Think of a song that goes with your print.
 49. Link your family history to the dates of these pictures. Perhaps your grandmother was married the year Joan Miró painted *People and Dog in Sun* (Print 167). Ask your great-grandpa if he remembers the day baseball great Babe Ruth gave up the game (see *The Babe Bows Out*, Print 119). Where were *you* the summer those little boys played *One More Game* in Print 150?
 50. Play counting and sorting games with young children and a print that features several of one thing. For example, *Domestic Scene* (Print 95): how many dogs are in the picture? How many are standing up? Which ones are on the rug and which ones are not? How many are white and how many are brown? How many are looking at you? Can you count the number of doggie feet there are— even if you can't see all of them!
 51. There must be a million ways to enjoy Art. When you come up with another good one— ***tell us!***

