

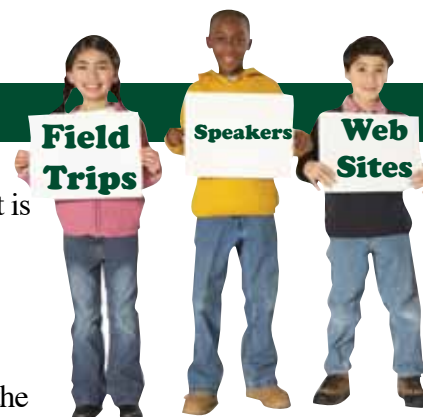
Visual Arts & Crafts

Supporting School-Age Accreditation and Quality Programming

Although this guide is recommended for Middle School and Teens, the *4-H Visual Arts and Crafts A Palette of Fun* project is appropriate for school-age children.

Essential Elements of 4-H Youth Development

Youth involved in 4-H know they are cared about and feel a sense of **BELONGING**; they exercise **INDEPENDENCE** by using decision-making and action to influence people and events; they develop a sense of **MASTERY** by learning skills needed in making positive career and life choices; and they experience **GENEROSITY** by helping others through community service. These elements support the Army Youth Development Components of Belonging, Success, Service and Independence.



Ideas! Ideas! Ideas!

Art is everywhere! Explore the many ways art is used daily such as billboards, magazines, packaging designs, court rooms, hospitals, or even CYS Services facilities.

Take a field trip to a local museum to explore the local cultural arts such as Native American Indian Art or American Folk Art.

Invite an architect to talk about how art is used to design buildings, a graphic designer to tell how important art is in advertising or a local art teacher to explain why art education is important.

Opportunities for Youth Leadership and Development and Cross-age Teaching

Youth teaching arts and crafts to their peers or younger children is a natural mix. Art is fun and creative. Children and youth working together can talk about what they are doing and why. Those conversations can lead to discussions about many other things like good decision making or handling stress.

Providing Quality Middle School and Teen Programming

4-H Visual Arts & Crafts can be used as the catalyst for ideas when planning a year-round creative arts program. Creative and fine arts is one of The National AfterSchool Association's (NAA) seven recommended areas for quality indoor environments.



Summary

With *4-H Visual Arts & Crafts* it's not necessary to be an expert. All that's needed is an interest in the subject! With your guidance and encouragement 4-H members will extend their visual arts and crafts skills and develop an ability to think critically about their experiences.



THE Army 4-H EXPRESS GUIDE TO Visual Arts & Crafts

Becoming a great Master or creating for personal satisfaction, *4-H Visual Arts & Crafts* encourages children and youth to use their imaginations and skills to express themselves.



Project Goals

4-H Visual Arts and Crafts provides children and youth experiences which help develop artistic skills and talents while exploring a variety of art mediums. The two Guides provide activities that focus on design elements and the development of lifelong skills.

Four Fun Activities

1 Fiber art is a fun way to successfully create art.

Sketchbook Crossroads: Drawing, Fiber Arts, and Sculpture, Felting Wool for Appliqué, pages 31-33, provides step-by-step directions for making felt and creating an appliqué of rich colors by attaching it to canvas using a variety of stitches and threads.

2 Make cards, decorate wrapping paper or create works of art with linoleum block printing. The great thing is, the same block can be used over and over. **Portfolio Pathways: Painting, Printing, and Graphic Design, Cut, Ink, Print, pages 48-50,** teaches how to create an individual expression in a world of mass-produced products.

3 What art form uses modeling, pinching, and patting to create art? It's sculpting!

Sketchbook Crossroads: Drawing, Fiber Arts, and Sculpture, Creative Containers, pages 55-56, teaches these techniques as young artists make a container.

4 Relax and watch what happens when a brush, water and watercolor paint touches paper. **Portfolio Pathways: Painting, Printing, and Graphic Design, In and Out of Control with Color, pages 14-17,** explores a variety of techniques to create beautiful watercolor paintings.



Experiential Learning

Experiential Learning engages children and youth while they learn, share, and grow through their 4-H experiences. With an adult as the coach, the first step is “doing” or exploring. Next, youth share what they did and discuss the experience with their peers. After they’ve identified the skills and knowledge gained, help them determine how to apply these to other situations in their lives. Each activity in the *Visuals Arts & Crafts* project includes questions that enhance Experiential Learning. Here are a few:

- How did you angle the paintbrush to get this type of line?
- What was the most difficult thing to learn about sculpting?
- What do you like best about painting?
- What is your favorite subject to draw?

Project Activity Guides and Target Age Groups

Sketchbook Crossroads – Level 1, Drawing, Fiber Arts, and Sculpture helps youth in middle and high school choose from drawing, fiber and sculpting to develop their artistic skills, talents, and creativity. Youth explore individually as they manipulate fiber, create sculptures and draw.

Portfolio Pathways – Level 2, Painting, Printing, and Graphic Design focuses on painting, printing, and graphic design as the means for youth in middle and high school to develop their creativity.

Both Guides include Art Helper tips to enhance the art experience. **Artist Notes** provide background information and suggests strategies and tips.

Life Skills

“Skills that help an individual to be successful in living a productive and satisfying life” are identified as Life Skills (Hendricks, 1996). Life skills in this project include positive identity, communicating, self-motivation and problem solving. Although each activity specifically targets one life skill, youth have the opportunity to practice several.



Related 4-H Projects

Creative arts and crafts can be incorporated into many other projects. A few examples include draw or create 3-D bugs for 4-H *Entomology*. Use light-sensitive paper and plants such as ferns and dandelions to create beautiful natural pictures and learn about the environment and science.



Integrating Technology

Visit *Visual Arts & Crafts Project Online* at www.n4hccs.org/visualarts for additional ideas and activities.

Portfolio Pathways, Painting, Printing and Graphic Design, Doodling and Drawing, page 70, explores the use of computer tools and techniques to doodle, draw and replicate images. Many art museums have virtual art galleries to explore the masters to modern day artists. Conduct an Internet search for “how-to” video clips and articles to learn specific techniques.

Character Connection

Character Counts everywhere...all the time. Being respectful of other’s works of art is particularly important. Do not reproduce copyrighted work without permission and if someone’s image is used be sure to get written permission from that individual. **Character Issues** are included in each of the *Visual Arts & Crafts* project guides.

Linking to the Army’s Four Service Areas and Baseline Programming

Sports, Fitness and Health Options
Create posters or banners that promote sports, fitness, and health or what it means to be healthy. Use the great three-dimensional letters from **Sketchbook Crossroads, Drawing, Fiber and Sculpture, Finding Space in Perspective, page 17,** to create the poster or banner.

Arts, Recreation and Leisure Activities
Visual Arts & Crafts is a perfect fit for this Service Area. Project members can teach their friends how fun, relaxing and creative sand painting is by sharing **Portfolio Pathways, Painting, Printing and Graphic Design, Sand Painting, pages 20-21.**

Life Skills, Citizenship, and Leadership Opportunities
Organize a youth-focused community art project that encourages thought and discussion among all community members. One idea might be The Compassion Project where individuals share how, through art, they define compassion. The project might be created on a wall near the front gate or CYS Services buildings where everyone can view and share their thoughts. Create a CD/DVD of the project. **Portfolio Pathways, Painting, Printing and Graphic Design, Personalize and Market a CD/DVD, pages 72-73,** shows how to create a CD/DVD cover.

Academic Support, Mentoring, and Intervention Services
So many aspects of this Service Area are included in *Visual Arts & Crafts* including the skill of critiquing, art history and the principles and elements of design. **Portfolio Pathways, Painting, Printing and Graphic Design, Making a Portfolio, page 7,** creates a way to keep projects protected and is a way for youth to share their work as they encourage others to develop an appreciation of arts and crafts.



Community Service/Service Learning Opportunities

Each *Visual Arts & Crafts* project guide includes a number of community service suggestions like:

- Volunteering at an art museum.
- Teaching art activities at an after-school or summer program.
- Creating posters, banners or flyers for a community event.