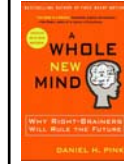


SOLVE:

ARE YOU GAME? FUN IN THE ART ROOM

By James O'Donnell



"When you are playful, you are activating the right side of your brain. The logical brain is a limited brain. The right side is unlimited."

— Madan Kataria

"Play will be to the 21st century what work was to the last 300 years of industrial society — our dominant way of knowing, doing and creating value."

— Pat Kane

Author of *The Play Ethic*

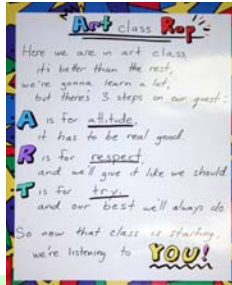


ENGAGE!

Get them **ACTIVE,**
THINKING,
EXCITED,
& **AWAKE!**

Incorporate in Rituals and Routines

- Sketchbook – Why not silly ideas?
- Rebus – Picture Puzzle
- Song / Rap / Chant
- Right Brain/Left Brain
- Meditate



KEEPING SCORE

Incentives!

- Treasure Tickets
- Tokens/Jar
- Positivity Points
- Art Dollars
- Class Charts



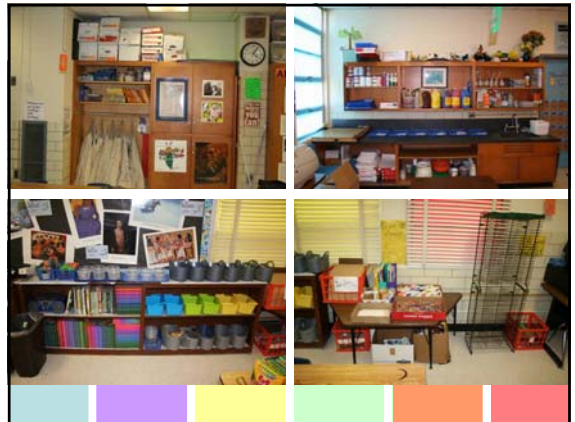
PRE-GAMING

"People do not need to be taught to have fun. They just need to be given permission."

-Harvey Mindness

Playfulness requires a **safe** and **comfortable** environment

- Think **Maslow's Hierarchy of Needs**
- Play and games involve **cooperation** and **risk**
- Establish rules and procedures
- Effective classroom management
- Model



SAFETY & SECURITY



LOVE & BELONGING



GO TEAM!

Classroom Climate

- Team Building
 - Set the tone:
 - Mantra
 - “Bury Can’t”
 - Get the ball rolling:
 - Human Knot, Balloon Balance, etc.
 - Keep it up!:
 - Improv! i.e. Mafia, Big Booty, etc.
 - (Youtube “Improv Warm-Ups”)
 - Silent Speed Ball



SELF-ESTEEM



START SMALL

Confidence Boosters: Fun, low-risk/high success drawing activities

- “Squiggles”, “Scribbles” or “Doodles” Game
- Win, Lose or Draw
- Magic Hat
- Finish my drawing
- Exquisite Corpse
- “Octigerfly”





ART GAMES

Simon Says look like a dork! Be the biggest goofball.

- PROPS!
- GAMES:
 - Detail Detectives
 - Act Up / Charades
 - Simon Says
 - Statue
 - Quick Write / Draw

"READ MY MIND"

FUN WITH ART HISTORY

FUN WITH CRITIQUES

- Token response
- Mystery Critic
- Musical Gallery
- It's Element-ary! (scavenger hunt)
- Art Interview

ART OLYMPICS

- Movement
- Balance
- Rhythm / Repetition
- Unity
- Variety
- Proportion

TRASH TALK

- DICE!
- "Stick 'em up!"
- RPG / Jobs
- Give me 10
- Goldfish
- Incentives / Points



DISMISSAL

- High Fives
- Bubbles
- Feet on blue, good for you
- Element of the Day
- Bonus Qs
- Pop Quiz
- Telephone



FUN WITH PARENTS

Family
Fun
Night



Arts
Day

FINAL THOUGHTS

"Games are the most elevated form of investigation."

- Albert Einstein

"The opposite of play isn't work. It's depression. To play is to act out and be willful, exultant and committed as if one is assured of one's prospects."

- Brian Sutton-Smith
professor of education
[emeritus], University of
Pennsylvania



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