




ART EXPLOSION



RATIONALE FOR ADVENTURE

Many things inspire artists to create their work. People, nature, feelings, textures (how things feel), colors—almost everything can be an inspiration! In this adventure, Webelos Scouts will have the opportunity to find what inspires them by visiting an art museum or exhibit and creating their own pieces from any materials they choose.

TAKEAWAYS FOR CUB SCOUTS

- Art is a matter of personal taste and individual expression.
- Instruction and practice help us to develop existing talents and learn new skills.
- A Scout is thrifty. 

Webelos Handbook, page 250

ADVENTURE REQUIREMENTS

Do all of these:

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like?
2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration.
3. Do two of the following:
 - a. Draw or paint an original picture outdoors, using the art materials of your choice.
 - b. Use clay to sculpt a simple form.
 - c. Create an object using clay that can be fired, baked in the oven, or air-dried.
 - d. Create a freestanding sculpture or mobile using wood, metal, papier-mâché, or found or recycled objects.
 - e. Make a display of origami or kirigami projects.
 - f. Use a computer illustration or painting program to create a work of art.
 - g. Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object.
 - h. Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos.
 - i. Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand-drawn or computer-generated.
4. Choose one of the following methods to show your artwork:
 - a. Create a hard-copy or digital portfolio of your projects. Share it with your family and members of your den or pack.
 - b. Display your artwork in a pack, school, or community art show.

NOTES TO DEN LEADER

If the den outing in Meeting 1 cannot be held at an art museum or gallery, consider going to a local school or community exhibit. In advance of the outing, the leader will need to make arrangements with the outing location and confirm the outing plan with families, including transportation and any additional items they need to bring. Make sure a tour and activity plan has been submitted, if required, and activity consent forms are distributed, signed, and collected.

See the Appendix for optional den meeting activities, including openings, gatherings, and closings.

MEETING 1 PLAN (Den Outing)

PREPARATION AND MATERIALS NEEDED

- Paint charts (with four to six colors) from a paint store for the Color Match game (Gathering)
- Small notebook and pencil for each Scout
- Sample art materials display (This may include chalk, paper, crayons, markers, pencils, molding clay, scissors, paint, craft sticks, chenille stems, felt, metal pieces, glue, or tape. See the *Webelos Handbook* for images or art project ideas.)
- Confirm that a tour and activity plan has been submitted, if required, and secure signed activity consent forms.
- Confirm all plans with staff at the location and with families:
 - Who will attend
 - When you are planning to go
 - How transportation will be handled
 - Where everyone will meet
 - What the Scouts should wear or bring

GATHERING: COLOR MATCH

- When each Webelos Scout arrives, give him one of the color charts. His task is to find objects that match each color on the chart.
- If weather and other conditions permit, allow the Scouts to play this game outside before entering the museum or gallery.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Law.
- Select a Scout to read the inspirational message for the meeting: *(Imagination) enlarges one's vision, stretches the mind, challenges the impossible. Without imagination progress would come to a halt.* — Albert Einstein

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Remind the boys that they will be creating their own art in the coming weeks. Provide them with notebooks and pencils and the following questions to write down and consider as they view the art pieces:
 - What did you notice first about the art piece (subject, colors, shapes, etc.)?
 - What general style is the art?
 - How does this piece “speak” without using words?
 - What do you think the artist wants the audience (you) to see or feel?
 - In what ways are you inspired by what you see?
- Discuss any rules at the museum or gallery (silence, not touching the exhibits, etc.), and remind Scouts of the expected behavior during the tour. (A Scout is courteous.)
- Review any questions the boys plan to ask to make sure all are appropriate.

ACTIVITIES

◆ Activity 1: Touring the Exhibit(s) (Requirement 1)

- Introduce the staff member who will be leading the visit.
- Enjoy touring the facility, and allow time at each stop for Scouts to study the artworks and take notes.
- When the tour is finished, give each Scout an opportunity to ask questions of the tour guide or other experts at the location.
- As appropriate, have den members show their appreciation to the staff and any adult volunteers who helped with the outing.

CLOSING

- Gather the Webelos Scouts together in a circle. Use what they learned about the role of color in art to talk about the American flag.
- Say: *To those who planned and designed the flag, red was a symbol of bravery, white was a symbol of purity, and blue was a symbol of love and devotion. What do the colors of the flag mean to you?*
- Starting with the denner and moving right, give each Scout a chance to contribute to the discussion. They may share thoughts about just one color or all three.

AFTER THE MEETING

- Serve refreshments, if appropriate and desired.
- Work together to clean up before leaving.
- Record completion of requirement 1.
- Urge Scouts to be thinking about which two art projects they would like to have as activities at the third meeting (requirement 3).
- Prepare thank-you notes to be signed at the next meeting for anyone who helped with the outing.

MEETING 2 PLAN

PREPARATION AND MATERIALS

- U.S. and den flags
- Thank-you notes for Scouts to sign
- Items for Gathering:
 - Pictionary board game
 - Pencils and drawing pads
 - Digital timer or sand hourglass
- Materials for various types of self-portraits (Activities 1 and 2). Check with Scouts in advance to see which types they want to work on. Categories may include (but are not limited to):
 - Drawing
 - Painting
 - Printmaking
 - Sculpture
 - Computer illustration

GATHERING

- When Scouts arrive, have them play Pictionary before the meeting begins. (See Meeting 2 Resources for directions.)

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Law.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.
- Have Scouts discuss and vote on which of the nine requirement 3 options they want to do as activities in Meeting 3: drawing or painting, clay sculpture, clay pottery, origami/kirigami, computer illustration, logo/design creation, photo editing, comic strips, or creating a sculpture or mobile from wood, metal, papier-mâché, or recycled objects.
- Discuss options for showcasing their artwork (requirement 4)—in a hard-copy or digital portfolio, or as a public display.

ACTIVITIES: SELF-PORTRAITS (REQUIREMENT 2)

Have each Scout create two self-portraits using the techniques he chose before the meeting. Self-portraits are interesting to boys of this age and can help them recognize what makes them unique within their families, as Scouts, and as individuals. Here is one possible scenario:

◆ Activity 1: Self-Portrait I

- Divide the den members into buddy pairs. Each Scout will take a close-up photo of his buddy in a way that represents that friend's personality (e.g., climbing a tree, cooking in the kitchen, reading a book, etc.).
- Once the photos are shot, print them out.
- Now have each Scout recreate the photo of himself using appropriate materials. For example, if the picture was shot outdoors, he could make the self-portrait from natural objects (e.g., grass, sticks, rocks.). If he was in the kitchen, he might use food materials (e.g., uncooked spaghetti or popcorn kernels).

◆ Activity 2: Self-Portrait II

Have each Scout do one more re-creation of the photo, this time using digital tools: a computer paint program, a more advanced creation tool like Photoshop®, or a basic animation program like Scratch.

CLOSING

- Gather the den in a circle. Starting with the denner and moving right, each boy will recite a part of the Scout Oath and say what that phrase means to him.
- Then have each Scout share one challenge and one success he had in making his self-portraits.

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirement 2.
- Have Scouts sign thank-you notes to those who helped with the den outing.
- Before the next meeting, collect the materials Scouts will need for requirement 3 or make sure the boys are bringing them. Review requirement 3 in the *Webelos Handbook* to identify materials needed to create each option that the den selected during this meeting's Talk Time.
- The materials to prepare for requirement 4 will also depend on the types of projects chosen and whether Scouts will display the projects at an event or create portfolios. See the Meeting 3 plan for suggestions.

MEETING 2 RESOURCES

GATHERING

- Divide Scouts into two teams to play Pictionary®. If you have a large den, you can form extra teams, but the game is more fun with fewer teams.
- Give each team a category card, pad of paper, and pencil. The cards show the letters of each category on the playing board: P for person, place, or animal; O for object; A for action, such as an event; D for difficult words; and AP for “all play.”
- Place the game board and deck of word cards in the center of the group. Put playing pieces on the starting square to represent each team. Have each team roll the dice; the team with the highest number starts the game.
- Since the starting space is labeled P, the teams will play in that category first. A team member draws the top card in the deck and looks at the word in the P category for up to five seconds without letting his teammates see it.
- Then a one-minute countdown begins on the timer and he starts drawing picture clues on his pad (writing numbers or letters is not permitted). Teammates can guess continuously until the minute is over.
- If teammates guess the word before the timer runs out, they get to roll the dice, pick another card and draw again. If teammates don’t guess the word in time, they pass the dice to the team on the left, and that team plays.
- Each team starts its next turn by drawing a card—not by rolling the dice—and teammates should draw cards in rotation. The dice should only be rolled when a team has guessed their word in time and their turn is continuing.

MEETING 3 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Items for the Gathering games:
 - Large sheets of paper or poster board
 - Crayons or markers
 - Pencils and drawing pads
- Supplies for art projects (Activity 1) and displays (Activity 2), as determined by the projects selected by the den in Meeting 2
- For Activity 2, materials each Scout can use to create a display or a portfolio (hard-copy or digital)
- Poster boards showing words and hand motions for Closing

GATHERING

Crazy Artist Game. Divide the den into two teams for a relay drawing contest. Add Scouts as they arrive. Provide each team with a crayon or marker, and place two large pieces of paper or poster board on a wall or table across the room. The object of the game is for each team to draw a house, with each boy drawing no more than two straight lines: A player from each team runs to the paper, draws his two lines, then returns and hands the crayon or marker to the next player in line. The team with the best-looking house wins.

Five Dots. Give each Scout a drawing pad and pencil, and ask him to place five dots on the paper wherever he wishes. Players then exchange papers and each tries to fit a drawing of a person into the dots, with the head at one dot, the hands at two, and the feet at the other two dots.

OPENING

Handshake Opening. The den chief calls the roll and each member of the den comes forward and gives him the Scout handshake. After roll call, stand together and recite the Pledge of Allegiance.

TALK TIME

- Carry out business items for the den.
- Allow time for sharing among Webelos Scouts.

ACTIVITIES

◆ Activity 1: Art Projects (Requirement 3)

Webelos will work on the two art projects they selected, using the collected materials. **Note:** Depending on how much time is available, they may need to start or finish their projects at home.

◆ Activity 2: Displaying Art (Requirement 4)

- Once the projects are finished, have Scouts prepare methods of presenting their creations—either in portfolios or on public display.
- Boys may want to present a collective den exhibit at the next pack meeting. If so, have them plan the exhibit now so they can quickly set it up later on. Three-dimensional projects, such as origami pieces or clay sculptures, would display nicely on a table with a tablecloth and boxes of various heights. Two-dimensional projects, such as comic strips or paintings, could be hung from a clothesline using clothespins or could be framed in simple, painted cardboard frames and hung.
- If the den chooses to create portfolios, the format could be digital (by taking photographs of each project and compiling them on a computer) or hard copy (by collecting actual pieces inside a protective folder). An easy way to create a protective folder is to attach two pieces of foam core board with duct tape to create a "book" and punch holes on the opposite side for twine or ribbon handles. The size can be adjusted to fit the pieces of art.

CLOSING

Taps with Hand Motions. Write the song and motion directions in large print on a poster board. Webelos will practice and then perform taps for the Closing:

Day is done (hands out to sides, palms up)
Gone the sun (turn palms down)
From the lakes (hands in front at waist height, palms down)
From the hills (hands in front at shoulder height, palms down)
From the sky (hands high above head)
All is well (left hand to right shoulder)
Safely rest (right hand to left shoulder)
God is nigh (bow head after singing)

AFTER THE MEETING

- Serve refreshments, if desired.
- Work together to clean up the meeting place.
- Record completion of requirements 3 and 4.
- If the art projects will be shown at a pack meeting, make arrangements with Webelos Scouts and parents to bring them to the location, or keep them in one place until that time.

Upon completion of the Art Explosion adventure, your Webelos Scouts will have earned the adventure pin shown here. Make sure they are recognized for their completion by presenting the adventure pins, to be worn on their uniforms, as soon as possible according to your pack's tradition.

