



Arts & Crafts Project Brief

Learning Objectives

- Set and achieve goals by completing the 4-H Project Record and Palette Connections.
- Complete one activity from each unit, or all the activities from one unit.
- Develop skills in elements and principles of design and exploring different media.
- Experience creating high quality artwork.
- Learn about the value of art in careers, communication, technology, community, culture, science, sensing and showcasing.

Fair Projects

- Acrylic paint still life
- Sand painting
- Using negative space create a paper or digital image
- Digital create a unique self-portrait
- Contour drawing
- Two drawings comparing perspectives
- Drawing on a circular shape
- Alphabet in calligraphic style

Demonstration Ideas

- Paint in action: demonstrate how to grid a photo and begin painting it.
- What you see: examine existing advertisements for elements of design.
- Characters with style: demonstrate how to write calligraphy
- Floral sculpting: demonstrate how to create a wire flower
- Glazed transparency: how to use acrylic

Field Trips

- Visit local animators, architects, designers, carpenters, painters, sculptors, etc.
- Visit nearby museums, or sculptor gardens.
- Visit with nearby pottery makers.
- Visit local newspaper press.
- Visit mud room
- Tour an art museum

Ideas for Speech Topics

- Sculpting
- Weaving
- Painting
- Drawing
- Art in Culture
- Entrepreneurship through arts and crafts
- The history of acrylic
- Candle Making
- Knitting as a valuable skill

Critical Thinking

- Describe your technique and materials.
- Describe the use of line, color, shapes, texture, and space.
- How is the end result different from the original idea?
- What does this express, and how?

Community Service Ideas

- Help decorate a center (child care, senior citizen, hospital, etc.) using paint, crafts, and or other artistic media.
- Lead teaching activities with younger children or in senior citizen facilities.
- Create a mural in the community (in the park, child care center, hospital).
- Volunteer to help clover kids with art project at a 4-H club meeting.
- Create mural with recycled materials.

Science & Technology

How do you use Science and Technology in this project area?

Examples:

- Draw or Design your project
- Test the mixture of paints
- Troubleshoot design issues
- Demonstrate procedures to make an item
- Optimize the use of available items

Show Me Character

Trustworthiness - includes honesty, promise keeping and loyalty.

- Take credit only for the projects you've completed, and share credit with those who helped with the project
- Be honest with friends, project leaders, judges and others
- Pay for what you order, and always on time

Respect - includes courtesy and proper treatment of people and things.

- Treat everyone's projects the way you want them to treat your projects
- Show appreciation to those who help you complete your projects
- Be careful when working around other's projects; handle them only with permission
- Only judge others on the merit of their project not on your opinions of what they have made

Responsibility - includes the pursuit of excellence, accountability and perseverance.

- Always try to be on time to activities
- Clean up your workspaces; don't leave work for others to do
- Be a good representative of yourself and your 4-H club when in craft shops or stores
- Believe in yourself and keep creating, even when a project doesn't go as planned

Fairness - involves consistently applying rules and standards appropriately for different age groups and ability levels.

- Don't monopolize shared tools or supplies
- Don't spend more money than your parents have agreed to for your projects
- Always make sure you have signed up for the right skill level for your projects

Caring - promoting the well being of people and things in a young person's world. It denotes action and not just feelings.

- Share your extra materials with other 4-H members if they are needed
- Make a craft for someone special
- Find a place to donate crafts you've made
- Using your skills and talents, help friends when they need an extra hand

Citizenship - includes making the home community and county a better place to live for oneself and others.

- Always do your best when completing a project, working within the spirit of the rules
- Teach others what you know
- Take the initiative to learn something extra about what you're making
- Always remember that Character matters!

Show Me Standards

Missouri 4-H members will acquire the knowledge and skills to gather, analyze and apply information and ideas, communicate effectively, recognize and solve problems, make decisions and act as responsible members of society.

4-H members will acquire a solid foundation which includes knowledge of:

- **Fine Arts** - Process and techniques for the production, exhibition or performance of one or more of the visual or performed arts and the principles and elements of different art form

Resources

311 Arts and Crafts

LG3100 Palette of Fun Arts & Crafts Helpers Guide

Y3100 Palette Connection Worksheet

312 Advanced Visual Arts-Level 1

Y3120 Sketchbook Crossroads

313 Advanced Visual Arts-Level 2

Y3130 Portfolio Pathways

314 Arts and Computers

Project information at

www.4h.uidaho.edu/kidspaceart

315 Scrapbooking

Y3150 Pieces of Time CD

Downloadable in PDF at 4h.missouri.edu/projects1.htm#arts

All Units

Y620 4-H Project Record used in all 5 units

Y3101 Elements & Principles of Design Card used in Units 311-313

To Order

Extension Publications online at <http://extension.missouri.edu/explore/shop/> or by phone at 1-800-292-0969

For additional resources check with your local University of Missouri Extension Center or www.4-hmall.org/