

## Teacher Notes



# Art Personified

## Activity 2: Collaborating on Descriptive Compositions, Personification

### Activity at a Glance

- ◆ **Subject:** English
- ◆ **Subject Area:** English/Language Arts
- ◆ **Category:** Descriptive Compositions, Personification
- ◆ **Topic:** Art Personified
- ◆ **Grade Level:** 6 – 12
- ◆ **Prerequisites:** None
- ◆ **Total Teaching Time:** 60 – 90 minutes

### Materials

- ◆ TI-83 Plus
- ◆ TI External Keyboard
- ◆ Student Data Sheet:  
*Art Personified: At the Museum*

### Activity Overview

Students visit a local art museum and find pieces of art that inspire them to write. Using their imagination, students will describe what the piece of art might say if it could talk. Students begin this activity by making a list of words that they associate with the work of art. Using these words, students write a monologue from the perspective of the work of art.

### Tip

The portability of the TI-83 Plus, paired with a TI External Keyboard, makes it an ideal tool for writing on field trips to a museum environment where pencils and pens pose a potential danger to exhibits. Ensure that students have fresh batteries for their TI-83 Plus graphing handhelds prior to their field trip to the art museum.

### Directions

#### Before the Activity Begins

Contact the museum to plan your visit. Explain what you would like to have your students do and ask for the museum's permission. Providing the museum with a copy of the lesson plan is a nice gesture.

Review activity objectives with students. Explain that their goal is to make an exhaustive list of words inspired by a work of art and write a monologue in the imagined voice of the work of art. This activity works easier with representational art depicting people or animals, though some students would enjoy the challenge

of developing a voice and monologue for an abstract piece. Remind students that every picture, every sculpture, and every work of art has a story to tell.

Prepare students for Activity 3 by telling them that they will be presenting their monologues to the class in a guessing game format. Each student will read a monologue and the other students will attempt to guess which work of art the student is personifying.

If students require a refresher concerning the NoteFolio™ application, have them review *Accessing the NoteFolio™ Application on the TI-83 Plus* presented in Activity 1.

### ***During the Activity***

Once students have found a work of art that speaks to them, they should sit on the floor in front of the piece and prepare their TI equipment. Provide students with a copy of the *Student Data Sheet – Art Personified: At the Museum* and have them begin the activity. Circulate from student to student to see how each is doing. Some students may find the activity odd, so do not be stingy with suggestions and ideas.

### ***After the Activity***

While preparing to leave the museum, ensure that students have all their hardware. Inform them that their monologues must be ready for class the next day.

## ***Student Data Sheet***

Name: \_\_\_\_\_

### ***Art Personified: At the Museum***

Date: \_\_\_\_\_

#### **A picture is worth 1,000 words.**

Your goal today is to write a draft of a monologue in the voice of the work of art. If a statue could talk, what would it say? If a painting of a sunset could have a secret to share, would you want to hear it?

- ◆ Find a work of art that grabs your attention. It may be beautiful, ugly, or bizarre. Maybe it reminds you of something in your life. Maybe it shows you something you have never seen before.
- ◆ Once you have found a work of art, sit down and prepare your hardware for recording information.
- ◆ Begin by making a list of words that you associate with the work of art. List as many words as you can.
- ◆ After you have a healthy list (40 to 50 words), begin drafting your monologue.
- ◆ The next time the class meets, you will read the final draft of your monologue to the class and your fellow students will have to guess which work of art you are personifying. Be sure to give them enough details that they are able to accurately determine which work of art inspired you; however, do not give it away. Be a little mysterious; but do not be so mysterious that nobody can figure out what work inspired you.