

BE AN ARTIST

Programs for Cubs, Webelos, and Boy Scouts at the Beach Museum of Art

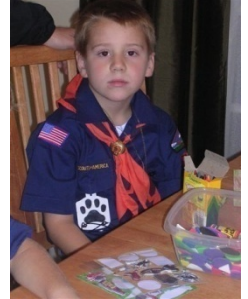
Thanks to support from the Kansas Arts Commission, Target, and the Bramlage Family Foundation all educational programs are available at no cost! Scout programs are available after school, on early release or school vacation days and on a limited number of evenings and weekends. Check out our open house events for additional opportunities.

Cub Scouts

Tigers Go See It 1G – Picturing Kansas: tour and art activity on life in early Kansas. Elective #12 – A Friendly Greeting: make cards based on artworks and media at the museum to send to area nursing homes. Elective #15 – Our Colorful World: Explore the use of color in art, mix your own paint, and create.

Wolves Elective #10 – Resource Box with books and activities for Native American Lore. Elective #12 Be an Artist – let us know if we can help.

Bears Elective# 9 Art: b) visit a museum and a) we can assist with a wide variety of art projects from silhouettes and 3-D art to linoleum block printing, to experimenting with a wide variety of artists media.



Academics Art Belt Loop

A 1 ½ hour field trip will allow scouts to complete the belt loop. Each boy will complete an artist's note book on media and elements of art and create a painting by mixing colors.

Academics Art Pin

The Museum has the resources to complete #1 Visit to a Museum, #2 Self portraits, #5 Sculpture or mobile construction, and #8 Mixed-media collage. The Museum will loan papermaking supplies and instructions for the completion of #3 Papermaking.

Webelos Artist Pin

A 1 ½ field trip to the Beach Museum of Art will allow Webelos to complete Requirement 1 & 4 and do the Art Belt Loop (requirement 11, see above). On subsequent field trips the boys can choose from the following projects/requirements: #6 Create a silhouette/profile; #8 Make a mobile based on the Kansas Meatball, or #9 Create a found art construction.

Art Merit Badge

The Museum can provide a ½ day workshop (3-3½ hours) to troops wishing to complete the Art Merit Badge. Scouts will 1. Tell/illustrate a story in the style of graphic novels, 2. Design a logo, create a linoleum block, and print it, 3. Experiment with watercolors, prisma color pencils, pastels, and charcoal (other media may be available depending on current exhibitions), 4. Visit a museum and discuss works of art, 5. Discuss career opportunities in the visual arts with an in-depth look at museum jobs.



For more information contact Kathrine Schlageck, senior educator, 785.532.7718 or klwalk@ksu.edu



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Gallery Hours: Wednesday-Saturday: 10-5; Sunday: 12-5