

ARTY-BOX



creative@home

ACTIVITIES

1 Trace around a can of soup turn it into something that flies

2 Draw five squiggles on a page Ask a partner to turn it into a scene

3 Trace around your hand and turn the drawing into a monster

4 Grab your favourite snack. Make two drawings; one before you take a bite & one after you take a bite.

5 Close your eyes & draw a circle, square & triangle. Turn the drawing into a scene from outer space

6 Create a rubbing from five textures in your home

7 Cut out all the red pictures from a magazine and make a collage

8 Find five round objects to draw

1. TRACE AROUND A CAN OF SOUP. TURN IT INTO SOMETHING THAT FLIES
2. DRAW 5 SQUIGGLES ON A PAGE. ASK A PARTNER TO TURN IT INTO A SCENE
3. TRACE AROUND YOUR HAND AND TURN IT INTO A MONSTER
4. GRAB YOUR FAVOURITE SNACK. MAKE 2 DRAWINGS; ONE BEFORE YOU TAKE A BITE & ONE AFTER
5. CLOSE YOUR EYES & DRAW A CIRCLE, SQUARE & TRIANGLE. TURN THE DRAWING INTO A SCENE FROM OUTERSPACE
6. CREATE A RUBBING FROM 5 TEXTURES IN YOUR HOME
7. CUT OUT ALL THE RED PICTURES FROM A MAGAZINE & MAKE A COLLAGE
8. FIND 5 OBJECTS TO DRAW

RUB A PENCIL ON PAPER THAT SITS OVER A TEXTURAL SURFACE (BRICKS, CONCRETE, A LEAF)



ARTY-BOX ACTIVITIES

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PRINT, COLOUR AND FOLD THIS ARTY-BOX TO ENJOY PLAYING THE ARTY-BOX GAME!

HOW TO PLAY

1. HOLD THE ARTY-BOX AS ILLUSTRATED BELOW
2. ASK A PARTNER TO CHOOSE A NUMBER UNDER TEN
3. OPEN YOUR ARTY-BOX FRONT WAYS AND SIDWAYS FOR THE NUMBER OF TIMES CHOSEN
4. ASK YOUR PARTNER TO CHOOSE A NUMBER FROM THE ARTY-BOX
5. MOVE YOUR ARTY-BOX FOR THE NUMBER OF TIMES CHOSEN
6. ASK YOUR PARTNER TO CHOOSE A NUMBER
7. OPEN THE FLAP
8. YOU AND YOUR PARTNER CAN NOW CREATE AN INSPIRED ARTWORK!

HOW TO FOLD!

