

# PRE-LESSON

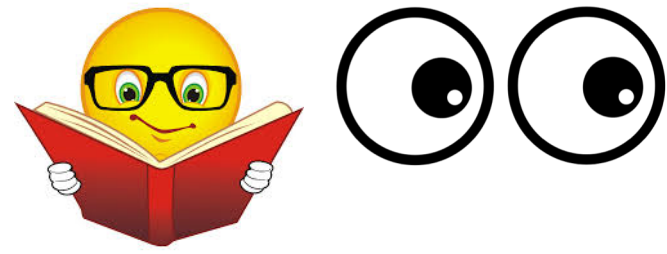
This fall's tour pre-lesson explores **How to Look at a Work of Art** through a series of short 10-minute “**bell-ringer**” activities.

You can do one activity each day the week before your UMFA tour or do them all at one time! We hope you and your students enjoy looking at and having fun with art!

**UMFA**  
UTAH MUSEUM OF  
FINE ARTS

# STORYTELLING

# DID YOU KNOW?



## **Works of art tell stories.**

When you visit the Utah Museum of Fine Arts you will see artwork from around the world. Each work of art tells many stories and expresses ideas.

### **As a class discuss:**

- What is a story?
- What do you need to tell a story?
- How might looking at a work of art be like reading a story or book?

# STORYTELLING

# Let's Play a Storytelling Game!

**Teachers!**

**In order to facilitate this game, please:**

- Divide your students into groups of 6-8.
- Print and cut out a set of the storytelling prompts for each group and place them inside a jar or a bag before you play! (see next slide – AND DON'T SHOW IT TO THE CLASS)

# STORYTELLING

# Storytelling Game Cards

**Print and cut the game prompt cards before playing! Each group needs a set.  
Fold the prompts in half and put them in a container that students will pick from.**

-----  
Look! Did you see that great, big...

-----  
My best friend and I found a treasure map and then...

-----  
The funniest thing happened at school today, you will never believe it!

-----  
Did you hear that noise? What was that?

-----  
I was walking home, when to my surprise I ran into...

-----  
An alligator, a bear, and a bird...

-----  
It was a bright summer day, when all of a sudden it started snowing.

-----  
Remember that time when my dog learned how to fly?

-----  
Last night I had the craziest dream, it all started when I...

# Tell me a Story! Game

## Directions

- ◆ In your groups, choose a player to start the game.
- ◆ They will pick one game paper from the container and not show it to anyone.
- ◆ The player will silently read the paper, think of a story inspired by their prompt, and tell their story to the group. Be creative and have fun with your story! There are no right or wrong answers in this game!
- ◆ After the player finishes the story, choose another player to continue the game.
- ◆ If a player gets stuck telling a story, work together as a group to come up with one! The group can ask the players questions about their story, or they can add details to it. (see next slide)

**READY, SET... PLAY!**

**REMEMBER!** This game is about being creative and silly as you tell stories. Be kind and have fun!

# Tell me a Story! Game

## Questions to ask about stories!

- ◆ What did you see?
- ◆ What did you hear?
- ◆ What did you smell?
- ◆ Who else is there?
- ◆ What does the room/space look like?
- ◆ How do you feel?
- ◆ Where did you go?
- ◆ What happens next?

**REMEMBER!** If someone gets stuck telling a story, work together as a group to come up with one.

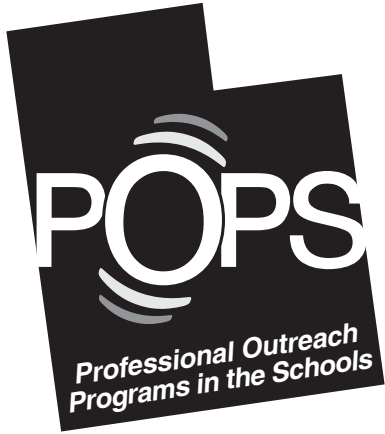
# STORYTELLING

# WRAP UP!

**End the activity by having each group tell the class one of their stories.**

# STORYTELLING

**Thank you to our generous sponsors!**



**R. HAROLD BURTON FOUNDATION**

