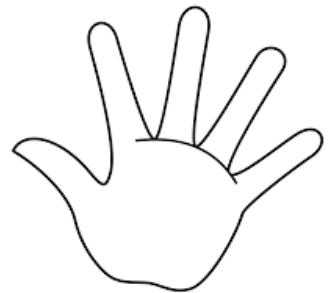


PRE-LESSON

This winter's tour pre-lesson explores each of the Elements of Art: color, line, shape, space, and texture through a series of short 10-minute **"bell-ringer"** activities.

You can do one each day the week before your UMFA tour or do them all at one time!
We hope you and your students enjoy a discovery of the Elements of Art!

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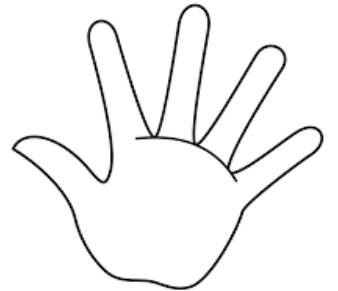


TEXTURE!

EXPLORE TEXTURE!

What is **TEXTURE**?

How many different **TEXTURES** can you think of?

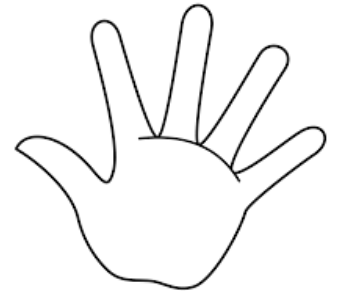


TEXTURE!

EXPLORE TEXTURE!

TEXTURE: The way something feels or looks like it would feel if you were to run your hand over it. Textures can be rough or smooth, soft or hard.

Textures do not always feel the way they look; for example, a drawing of a porcupine may look prickly, but if you touch the drawing, the paper is still smooth.



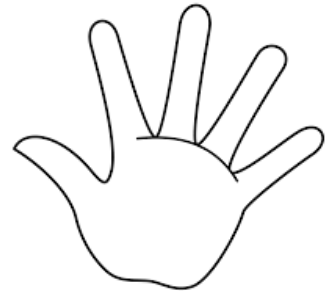
TEXTURE!

Texture Pictionary

Create different pictures of textures through this fun, action-packed game!

TEACHERS!

Please print and cut game prompts before you play!
(see next slide – AND DON'T SHOW IT TO THE CLASS)

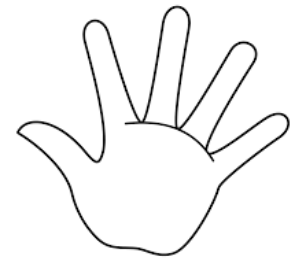


TEXTURE!

Texture Pictionary Game Cards

**Print and cut these game prompts before playing Texture Pictionary!
Fold the prompts and put them in a container that students will pick
from.**

- Rough
- Scratchy
- Soft
- Fluffy
- Bumpy
- Smooth
- Prickly
- Teacher choice
- Sharp
- Pointy
- Hard
- Scaly
- Wet
- Flaky
- Slick
- Student choice
- Furry / Hairy
- Sandy
- Woven



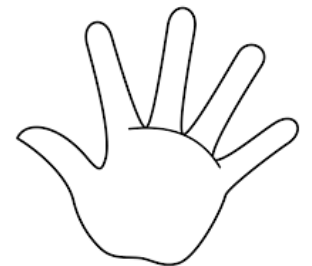
TEXTURE!

READY, SET... PLAY!

Directions

- ◆ Choose a player or a team to start the game.
- ◆ They will pick one game card from the container and not show anyone the word/texture on it.
- ◆ The player/team will draw the texture they have chosen on the board.
- ◆ The class will guess what the texture is.
- ◆ The player/team will then tell everyone the texture they were drawing to see if the class guessed correctly.
- ◆ Choose another player or team to continue the game.

REMEMBER! This game is to get you thinking about and drawing textures! Be kind and have fun!

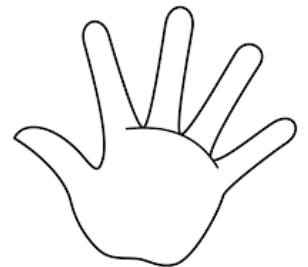


TEXTURE!

WRAP UP!

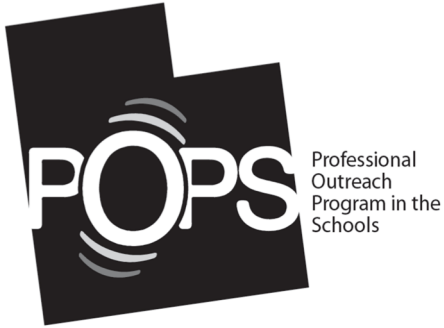
End the activity by talking about the game, what you liked about it, and what was your favorite texture!

Pay extra attention today to the textures all around you!



TEXTURE!

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