

# Hunterdon **Art** Museum

center for art, craft & design

Thank you for your interest in scouting programs at the Hunterdon Art Museum. All of our Cub Scout Badge, Belt Loop, or Academics Pin programs are led by professional art instructors and all materials are provided. Programs can be scheduled on any available Saturday or Sunday, and can also be planned during the week after school. We have three dedicated art studios and can work with the needs of your den or group.

Please note the following about Scouting Programs at the Hunterdon Art Museum:

- Troop Leaders are expected to be present at all times during workshops to assist the instructor as needed.
- Belt Loops, Pins, Badges are not provided. Leaders, please make arrangements to obtain these.
- Please “dress for a mess.” This includes shoes.
- Please bring a flat cardboard box per student for transporting projects home.
- Workshops do not include a snack break, but the scouts can bring a drink with them.

If you have a small troop, we suggest possibly scheduling a workshop with another troop or inviting friends and siblings (age 7 and up) to join in the fun. If you have more than 20 scouts, please let me know and we can make arrangements for a large group as well.

Please contact Natalie Bober, Education Coordinator, at 908-735-8415 ext. 116 or [natalie@hunterdonartmuseum.org](mailto:natalie@hunterdonartmuseum.org) with any questions.

### **Art Academics Belt Loop –**

The program is led by a professional artist and meets the requirements below. All materials are provided.

1. Make a list of common materials used to create visual art compositions.
2. Demonstrate how six of the following elements of design are used in a drawing: lines, circles, dots, shapes, colors, patterns, textures, space, balance, or perspective.
3. Identify the three primary colors and the three secondary colors that can be made by mixing them. Show how this is done using paints or markers. Use the primary and secondary colors to create a painting.

Time: 2 hours

Price: \$150 (studio rental, set up, and teacher fee); plus \$5.00 materials per scout

Maximum attendees: 20

### **Art Academics Pin –**

The program is led by a professional artist and meets the requirements below. All materials are provided. Specific projects the scouts will complete for each requirement are shown in blue.

Earn the Art belt loop, and complete six of the following requirements:

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. (Visit the Hunterdon Art Museum)
2. Create two self-portraits using two different art techniques, such as drawing, painting, printmaking, sculpture, or computer illustration. (Drawing)
3. Create a freestanding sculpture or mobile using wood, metal, soap, papier-mâché, or found objects. (Wire Sculptures)
4. Create an object using clay that can be fired, baked in the oven, or hardened in water. (Air dry clay)
5. Make a collage using several different materials. (Paper Mask Collages)
6. Use your artistic skills to create a postage stamp, book cover, or music CD cover. (Trader Cards)

Time: 3 hours Price: \$180 (studio rental, set up, and teacher fee); plus \$7.00 materials per scout

Maximum attendees: 20

## **Art Explosion (Webelos Activity Badge/Adventure)**

The program is led by a professional artist and meets the requirements below. All materials are provided. Specific projects the scouts will complete for each requirement are shown in blue.

Do the following requirements:

1. Visit an art museum, gallery, or exhibit. Discuss with an adult the art you saw. What did you like? (Visit the Hunterdon Art Museum galleries)
2. Create two self-portraits using two different techniques, such as drawing, painting, printmaking, sculpture, and computer illustration. Portrait mediums as per instructor discretion.
3. Do two of the following:
  - a) Draw or paint an original picture outdoors, using the art materials of your choice.
  - b) Use clay to sculpt a simple form. (Clay)
  - c) Create an object using clay that can be fired, baked in an oven, or air-dried.
  - d) Create a freestanding sculpture or mobile using wood, metal, papier-mache, or found or recycled objects. (Wire sculpture)
  - e) Make a display of origami or kirigami projects.
  - f) Use a computer illustration or painting program to create a work of art. Option unavailable at HAM.
  - g) Create an original logo or design. Transfer the design onto a T-shirt, hat, or other object.
  - h) Using a camera or other electronic device, take at least 10 photos of your family, a pet, or scenery. Use photo-editing software to crop, lighten or darken, and change some of the photos. Option unavailable at HAM.
  - i) Create a comic strip with original characters. Include at least four panels to tell a story centered on one of the points of the Scout Law. Characters can be hand-drawn or computer generated.
4. Choose one of the following methods to show your artwork: (Completed at home or at a Den meeting)
  - a) Create a hard-copy or digital portfolio of your projects. Share it with your family and members of your den or pack.
  - b) Display your artwork in a pack, school, or community art show.

Time: 3 hours Price: \$180 (studio rental, set up, and teacher fee); plus \$7.00 materials per scout

Maximum attendees: 20