



# Barnes Art Adventures—Grades 5–8

## STEAM Challenge

In our STEAM online learning series for grades 5–8, students go behind the scenes with creative professionals—art conservators, video game designers, and animators—to learn how science and math skills are used in their work, providing students with real-world context for important STEM concepts.

Each season, our STEAM Art Adventure series offers 45-minute live shows with Barnes educators and a final Meet the Professionals event where students learn from someone working in the field. Teachers must register their class for at least one live show to participate in the Meet the Professionals event.

Our winter series explores video game design. How do you design video games based on the mathematic relationships between objects in a scene? Students will investigate these concepts and more, working with Barnes educators and guest artists to understand their work and solve a related challenge! *Our spring series on film animation begins in April.*

## Winter Project Challenge: Video Game Design

Students will explore the three-dimensional environments created in video games. They'll look at artwork as inspiration for designs and discuss how artists consider concepts of scale, geometric measurement (grades 5–6), object relationships, and proportional reasoning (grades 7–8) in creating the illusion of three dimensions. After the show, students use what they learned about art and STEM to storyboard a video game scene. Teachers will receive activity prompts to guide the storyboard challenge.

*Featured artists include Giorgio de Chirico and Jules Pascin.*

### **EPISODES FOR GRADES 5–6**

Wednesdays, January 27, February 10 & 24, March 10, 1–1:45 pm

### **EPISODES FOR GRADES 7–8**

Wednesdays, January 20, February 3 & 17, March 3 & 17, 1–1:45 pm

### **MEET THE PROFESSIONALS (ALL GRADES)**

Wednesday, March 24, 1–2 pm

Students who participate in our winter show are invited to register for a special one-time live event where we meet video game designer Bobby Speck of Magnopus, a digital media company specializing in virtual and augmented reality.