



# Art and Science Camp Projects 2015



**MONDAY. Water and Watercolor:** How can we use different additives to affect watercolors? How do objects behave in still water and moving water? How does water affect rocks, sand and soil?

**Art:** We'll experiment with additives and other materials to create amazing effects with watercolor paint. **Artist Study:** Paul Klee

**Science:** Make objects sink or float. Create a water wall watch objects travel down the current. Use water to create erosion.

**TUESDAY. Bridges and Perspective:** What methods do artists use to create the illusion of depth when drawing? What do different types of bridges look like? How do they support weight?

**Art:** Learn about creating depth through linear perspective. Create a perspective drawing. **Artist Study:** Filippo Brunelleschi

**Science:** Build several styles of bridges. Test how much weight they can hold.

**WEDNESDAY. Roller Coasters and Shapes:** How can we design marble roller coasters optimizing for speed, distance, loops or whimsy? How can we create?

**Art:** Learn to create works of art with basic shapes and lines. Complete a painting. **Artist Study:** Romero Britto

**Science:** Create a variety of marble tracks. Measure performance with various types of marbles.

**THURSDAY. Towers and Sculpture:** What do towers look like? How do towers support weight? How can we create sculptures?

**Art:** Learn about different sculpture techniques. Create and paint a unique sculpture. **Artist Study:** Michelangelo

**Science:** Build several kinds of towers. Test how much weight they can hold.

**FRIDAY. Launching Toys and Launch Your Art:** How can we use motion to create art? How can we create toys that launch rubber ducks, balloons or marshmallows?

**Art:** Sling, splatter, fling and throw...learn about (Performance Painting) and perform together! **Artist Study:** Michael Israel  
**Art Show:** Have an Art Show Party consisting of refreshments and fun!

**Science:** Build a balloon rocket, marshmallow rocket and catapult. Launch objects safely. Measure how far objects travel.