

Artist Skill Award

To earn this award, complete appropriate activities for each requirement:

- ☐ 1. God's Art
- ☐ 2. 2D Art
- ☐ 3. 3D Art

1. GOD'S ART

Read Romans 1:20. Discuss with club members what they can know about God through His creation. Have club members think of what people can learn about them by what they make.

2. 2D ART (CHOOSE 2)

Silly Circles

SUPPLIES TO SHARE:

- markers
- different-sized round lids and cups

SUPPLIES FOR EACH CLUB MEMBER:

- paper
- pencil
- ruler

Club members use ruler and pencil to make some lines across paper. Lines should slant different ways. They trace around different-sized lids and cups onto the paper, on and between lines. They color in every other shape in drawing or just color wherever they want.

Neon Drawings

SUPPLIES FOR EACH CLUB MEMBER:

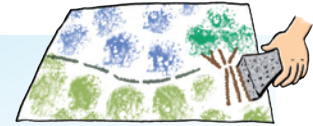
- dark or black paper
- white pencil
- white and neon-colored chalk

Club members use white pencil to outline a picture on dark paper. They should draw lightly and keep design simple and bold. They carefully go over all pencil outlines with thick chalk lines in a neon color. They carefully rub along all lines with a finger to give the chalk a smooth look. Have them try not to smudge lines wider, though. To make design "light up," club members draw a thin white chalk line down middle of each smudged line.

Sponge Art

SUPPLIES TO SHARE:

- sponges
- paints
- water



SUPPLIES FOR EACH CLUB MEMBER:

- heavy drawing paper
- pencil
- felt tip pen or small paintbrush

Club members use pencil to lightly draw outline of their picture on drawing paper. They paint with sponges dipped in paint, using wide side of sponge to cover large areas and thin side for smaller details. They should use a different sponge for each color or wash paint out of sponge and wring dry before using another color. They should let paint dry thoroughly before using a second color over a previous paint color.

When painting dries, club members may use felt tip pens or small brushes to add details.

Abstract Salt Art

SUPPLIES TO SHARE:

- masking tape
- sponge
- water
- watercolors, paintbrushes
- salt



SUPPLIES FOR EACH CLUB MEMBER:

- watercolor paper

Tell club members that abstract art does not have to represent any actual object. It may have little or no resemblance to a real thing, so they should let their imaginations go.

Tape pieces of watercolor paper to a smooth surface like a table. Club members dampen their paper with wet sponge. Using watercolors, they paint over wet surface, one color at a time. Before paint dries, they sprinkle salt on paper. They can make a variety of patterns with salt.

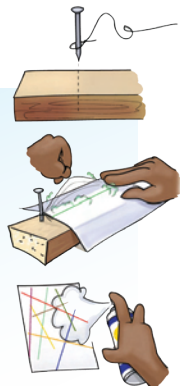
Chalk Lines

SUPPLIES TO SHARE:

- pine board(s)
- nail(s)
- string
- chalk in many colors
- hairspray
- hammer

SUPPLIES FOR EACH CLUB MEMBER:

- construction paper

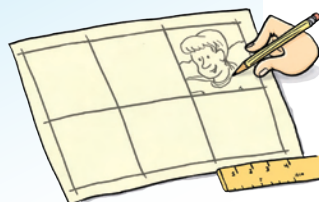


Tie piece of string to nail hammered partway into large board. Club members coat string with chalk dust by rubbing chalk along it. They put paper on the wood and pull string tight with one hand while holding the end on edge of paper. They snap string onto paper with other hand. They repeat, repositioning paper and using different chalk colors as desired, until they've made a pattern they like. When designs are done, coat with hairspray to keep them from smudging.

Enlarged Picture

SUPPLIES FOR EACH CLUB MEMBER:

- photo or picture that can be written on
- drawing paper
- soft pencil
- eraser
- ruler



Club members use ruler and pencil to draw grid of at least four boxes on photo or picture. On blank paper, they draw same grid, but double the size. Then they draw each section of original picture into corresponding section on paper, using grid lines as guidelines. They fill in details and shading.

3. 3D Art (CHOOSE 1)

Lots of Shapes

SUPPLIES TO SHARE:

- construction paper
- foam art shapes
- glue sticks
- scissors
- optional: glitter glue, sequins

SUPPLIES FOR EACH CLUB MEMBER:

- cardboard

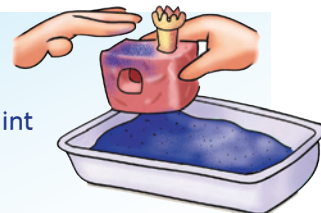


Club members cut strips of construction paper in different widths and lengths--circles, squares, triangles, "springs." They glue paper and foam shapes to piece of cardboard in any design they want. *Option:* Add glitter or sequins.

Fancy Sand Castle

SUPPLIES TO SHARE:

- plastic knives
- sand
- powdered tempera paint
- glitter
- large bowls or bins



SUPPLIES FOR EACH CLUB MEMBER:

- nontoxic self-hardening clay

In large bowls or bins, mix one color of paint or glitter into each batch of sand. Club members model castles out of clay. They sprinkle or pat sand onto castles to color them. *Option:* Model whatever objects club members want.

Useful Stuff Holder

SUPPLIES TO SHARE:

- scissors
- table knives
- rolling pins
- rulers
- optional: pencils, marker caps, other small items



SUPPLIES FOR EACH CLUB MEMBER:

- nontoxic self-hardening clay
- construction paper

Club members cut out a construction paper rectangle, 3 by 15 inches (7.5 by 38 cm). They roll out clay and press rectangle onto it. They cut around rectangle and press two short ends of clay rectangle together to make a tube. They set clay tube on more rolled-out clay and cut around it as shown. They press edges of new piece of clay onto end of tube. *Options:* Press clay shapes onto holder to decorate it. Or make designs by drawing grooves in the clay with a pencil or by pressing in small items like pen caps.

Junk Art

SUPPLIES TO SHARE:

- glue
- wire
- paint, paintbrushes
- optional: blocks of wood, nails, hammers, duct tape



SUPPLIES FOR EACH CLUB MEMBER:

- recyclables

Club members glue and wire recyclables together into animals, people, or abstract shapes. They unify and decorate their piece using paint. They may mount it on block of wood with nails so it stands up properly. *Option:* Attach recyclables to each other with duct tape, and cover whole sculpture with duct tape.

Playing Together Award

To earn this award, complete appropriate activities for each requirement:

- ☐ 1. Care about the other players.
- ☐ 2. Play cooperative games.

1. CARE ABOUT THE OTHER PLAYERS.

READ 1 PETER 4:8.

Ask club members to name ways another player could wrong you in a game—on purpose or by accident. Ask how caring about the other person could help work things out.

2. PLAY COOPERATIVE GAMES. (CHOOSE 1-3)

Hee Haw

Everyone sits in circle. Call out, "Hee, haw!" Players repeat what you say, and then you call out again, each time using variations ("Ho, ho!" "Ha, hee!" etc.). You can also use silly voices. Players have to say what you say without laughing. *Option:* First player to laugh gets to be next leader.

Dachshund

Players line up one behind the other, each holding waist of player directly in front. This is the dachshund. First player is head and last player is tail. At the signal, dachshund starts chasing tail (first player tries to tag last player). If successful, first player becomes new tail, and game begins again. Set a time limit after which first player becomes new tail whether or not tail was caught.



Inside Out

Players form circle, holding hands and facing middle of circle. On "go," players try to turn circle inside out so everyone is facing other way. Letting go of hands isn't allowed!

Solution: One pair raises arms and the person opposite them leads everyone else through the opening.

Back and Forth

Players sit in chairs in circle. (Or use pieces of construction paper taped to floor.) Give instructions, such as anyone wearing brown shoes, move one seat to the right; anyone who did not have an apple today, move two seats left; and so on. If a player is already in a seat that another player needs, chair must be shared.

Don't Laugh Now

SUPPLIES FOR EACH GROUP:

- balloon

Players sit in circle. Toss inflated balloon into air. While balloon is in air, players laugh, but once balloon touches ground, all laughter must stop. Players caught laughing after balloon has touched the ground hop around circle of players.

Zoom

Players form circle. Everyone pretends to drive race car. First person turns to player on one side and says, "Zoom!" This person turns to next player and says, "Zoom!"

At any time, a player may turn to next player, say, "Errt!" and turn back to the player who just passed the "Zoom!" That means race car "turns" and the zooms go around the circle the other way. See how fast players can pass the zooms. *Option:* Start two cars in opposite directions and see what happens.

