



Cubism Art Self Guided Lessons

.....

Create cubism-inspired artwork like Picasso's! Each week, students will use cubist techniques to complete various art activities. By the end of the club, students will have created a gallery of artwork!

ACTIVITY 1 (JAZZ HAND)

Students will create a cubist rendition of hands using their own hand as a model. The hand will be decorated and designed with different shapes and patterns to mimic a collage effect. This will be a simple introduction to Cubism art.



LIST OF MATERIALS

Pencil/Eraser

Colored Pencil/Marker

Black Marker/Sharpie

Cardstock Paper

STEP 1



On blank paper, use a pencil to trace an outline of your own hand onto the page.

STEP 2



Draw a random assortment of squiggly lines diagonally across the entire paper to create different loopy sections.

STEP 3



Draw a different pattern in each section.

STEP 4



Outline the hand and squiggly lines with a black marker. Also outline any other patterns you want to pop.

STEP 5



Color in.

ACTIVITY 2 (PIXEL TREE)

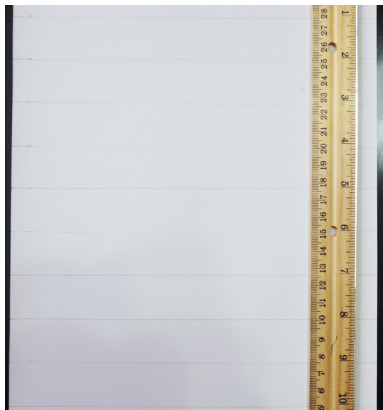
Students will create a cubist rendition of a tree! We will use grid lines to help us create a cubed look.



LIST OF MATERIALS

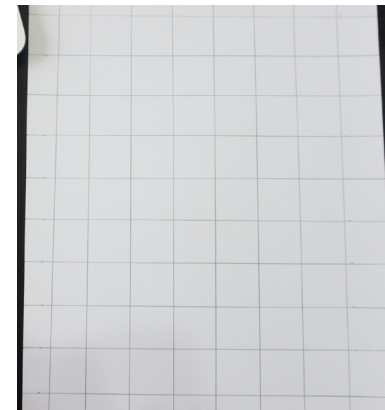
Ruler
Cardstock Paper
Pencil/Pen/Eraser
Marker/Colored Pencils

STEP 1



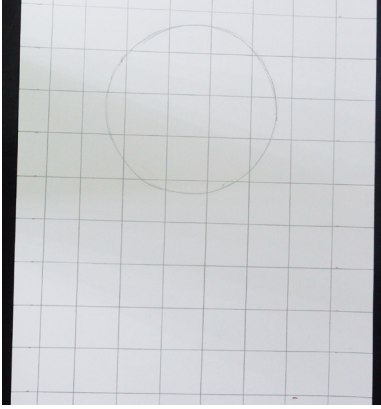
Use a ruler to create vertical lines and horizontal lines down and across a blank page. Space them approximately 1 inch apart.

STEP 2



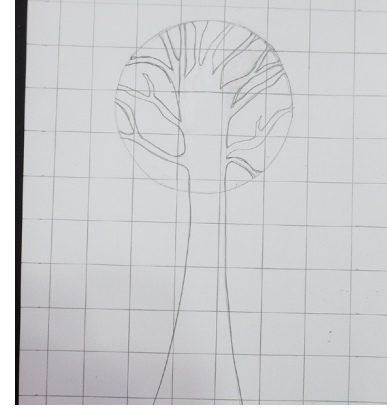
Use a ruler to create vertical lines and horizontal lines down and across a blank page. Space them approximately 1 inch apart.

STEP 3



Use any household object in the shape of a circle to trace the circle onto the grid lines near the top middle of the page. A cup will work.

STEP 4



Draw the tree with the branches inside of the circle and the trunk extending out the circle down to the bottom of the page.

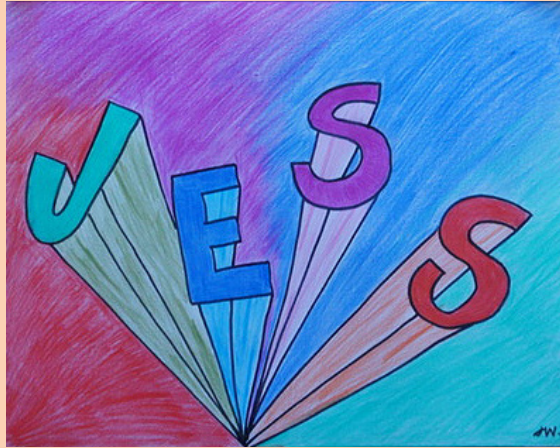
STEP 5



Color in the tree and then color in each square in the grid. Try to avoid coloring two grid squares beside each other the same color to achieve a gradient and pixelated effect.

ACTIVITY 3 (3-D NAMES)

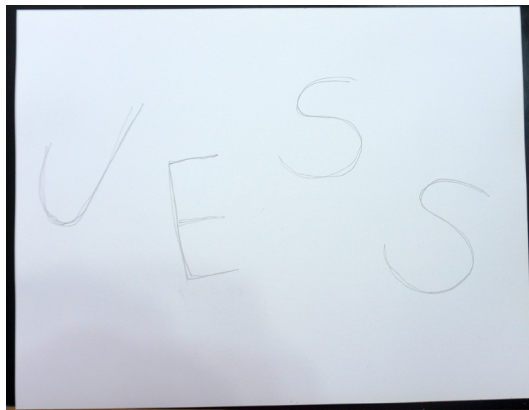
Students will create a cubist rendition of their own names! We will use perspective and planes to help create our Picasso-inspired name artwork.



LIST OF MATERIALS

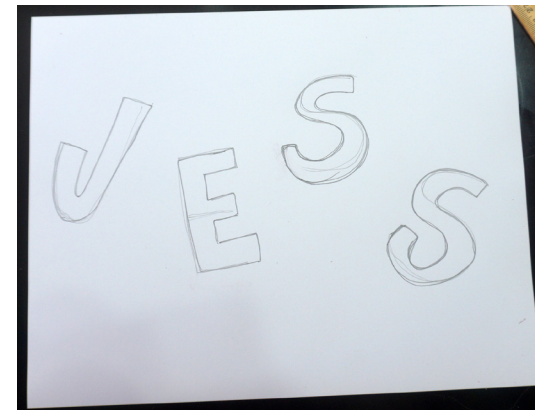
Ruler
Cardstock Paper
Pencil/Pen/Eraser
Marker/Colored Pencils

STEP 1



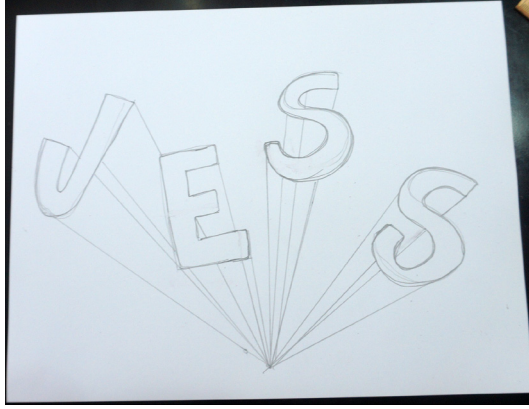
On a blank sheet of paper, determine where you will place each of the letters in your name. Write each of the letters in pencil (lightly, in case you make mistakes). Feel free to get creative with placement. These will serve as a guide to help you draw your block letters.

STEP 2



Draw a block letter outline around each letter. Erase the original letter you wrote in the center. (You can also free-hand the letters if you are good at drawing them!)

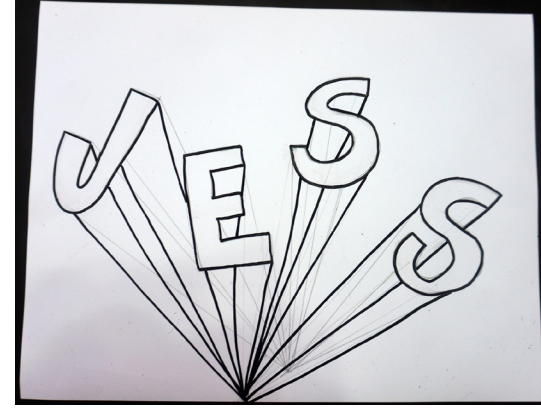
STEP 3



Once you place your letters, choose a center/focal point to have them all connect. (The bottom or various edges of the page are great focal points. In the example, the focal point is the center bottom of the page).

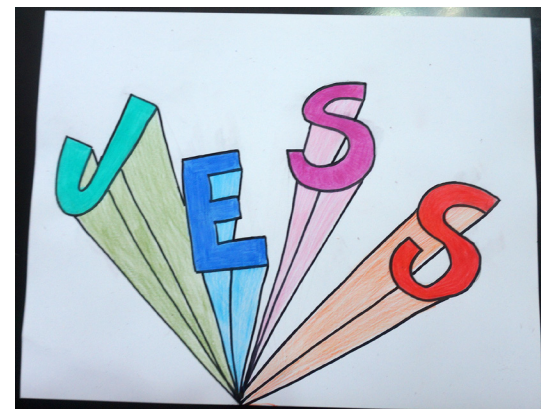
After identifying your focal point, use your ruler to connect the edges of the block letters to your focal point by drawing a straight diagonal line. This will give them the effect that they are popping out of the page.

STEP 4



Trace the block letters and focal point lines in black marker. If you decide to move the focal point as you start tracing, as you see in the example, go for it. Its okay, all the pencil lines will be erased! Just make sure to trace the right set of lines.

STEP 5



Erase any pencil marks and color in.

ACTIVITY 4 (HIDDEN ANIMALS)

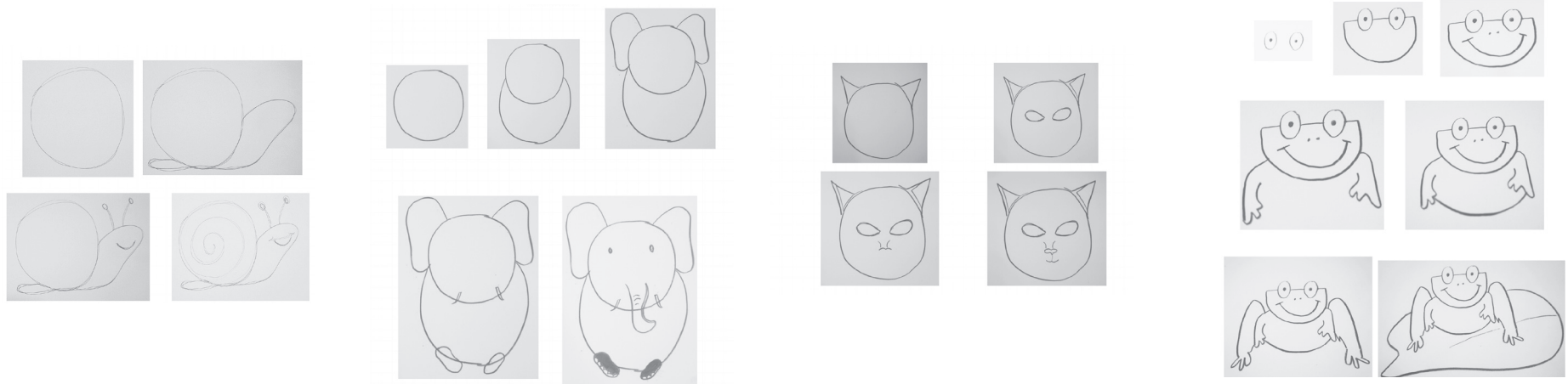
Students will create a cubist rendition of the world's favorite feline, cats! (We will provide 3 or 4 different animals to choose from with steps to draw that animal easily (cat, frog, elephant, snail.)



LIST OF MATERIALS

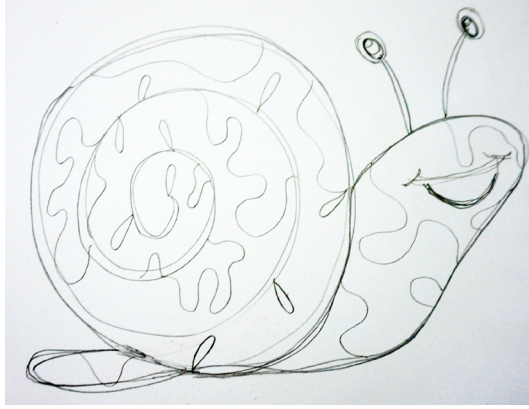
Cardstock Paper
Pencil/Pen/Eraser
Marker/Colored Pencils

STEP 1



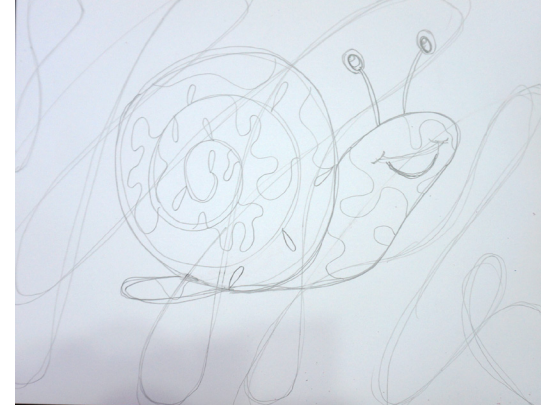
Make an outline drawing of one of these four animals. If you have another that you know how to draw, go for it!

STEP 2



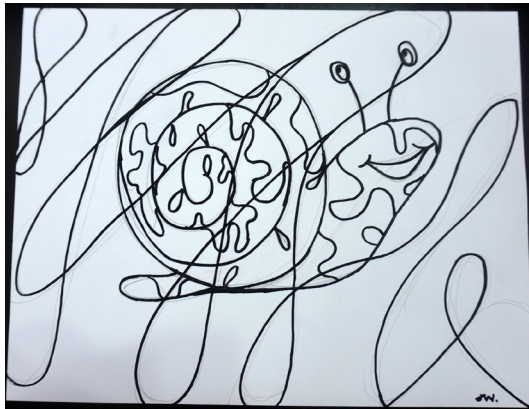
On the animal's face, draw a variety of shapes
(don't draw them too small!)

STEP 3



Draw swirling lines diagonally across the entire page,
including the animal's face.

STEP 4



Trace the outlines of the animal, shapes,
and lines in a dark pen or marker.

STEP 5



Color in each section. Be creative with colors
and patterns to create a cool effect.