

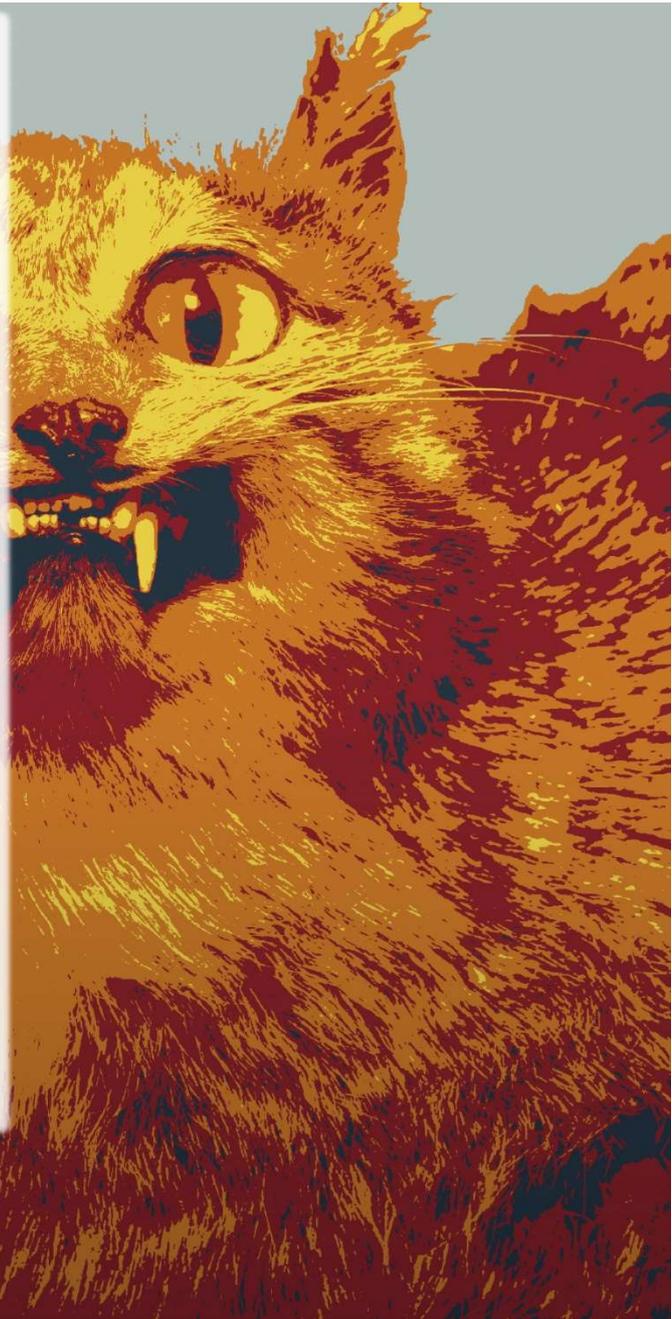
MUSA Young Artist Award 2020 Animals Alive?

Primary 2 to Primary 4

Resource Pack



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This booklet will help you prepare for the Young Artist Award, with great prizes to be won for the best entries on this year's theme of ***Animals Alive?***



Introduction for parents and children

This booklet is designed to help you prepare an entry for the Young Artist Award 2020. It is designed for P2 to P4 pupils.

The Young Artist Award is an annual art competition for children in Fife run by the Museums of the University of St Andrews. Usually you can only enter through schools, but this year we're doing things differently.

The theme for the competition is ***Animals Alive?*** and you can submit entries about animals. The activities in this booklet will help you.

The competition is open for children from nursery to S3. This booklet is designed to help children in P2 and P3.

You can find resources for younger and older children at www.st-andrews.ac.uk/museums/art-competition.

There are first, second and third prizes for each age category:

- Category A: Nursery
- Category B: P1 and P2
- Category C: P3 and P4
- Category D: P5 to P7
- Category E: S1 to S3
- Category F: Additional Support Needs

If your child wins the competition they will get:

- A specially commissioned medal
- A selection of art materials
- Their work will be displayed at the Wardlaw Museum when it opens
- They will be invited to a special prize giving night in St Andrews.

There are three steps to preparing an entry:

1. **Step 1:** Read through Part 1 of this booklet and have a go at the activities together.
2. **Step 2:** Create an artwork that you can send into the competition. You'll find some ideas in part 2 of this booklet.
3. **Step 3:** Email your entry to us as a scan or a photograph. You'll find the information you need to do this in part 3.

Part 1: Animals Alive?

Look at some of these animals. What do you think they feel like?

Pretend you're stroking them with your hand. What words would you use to describe how they feel?

Are they *soft*? Maybe they're *fluffy*? Maybe they are *scaly*, or *hard*, or *scratchy*, or *smooth*? What other words can you think of?



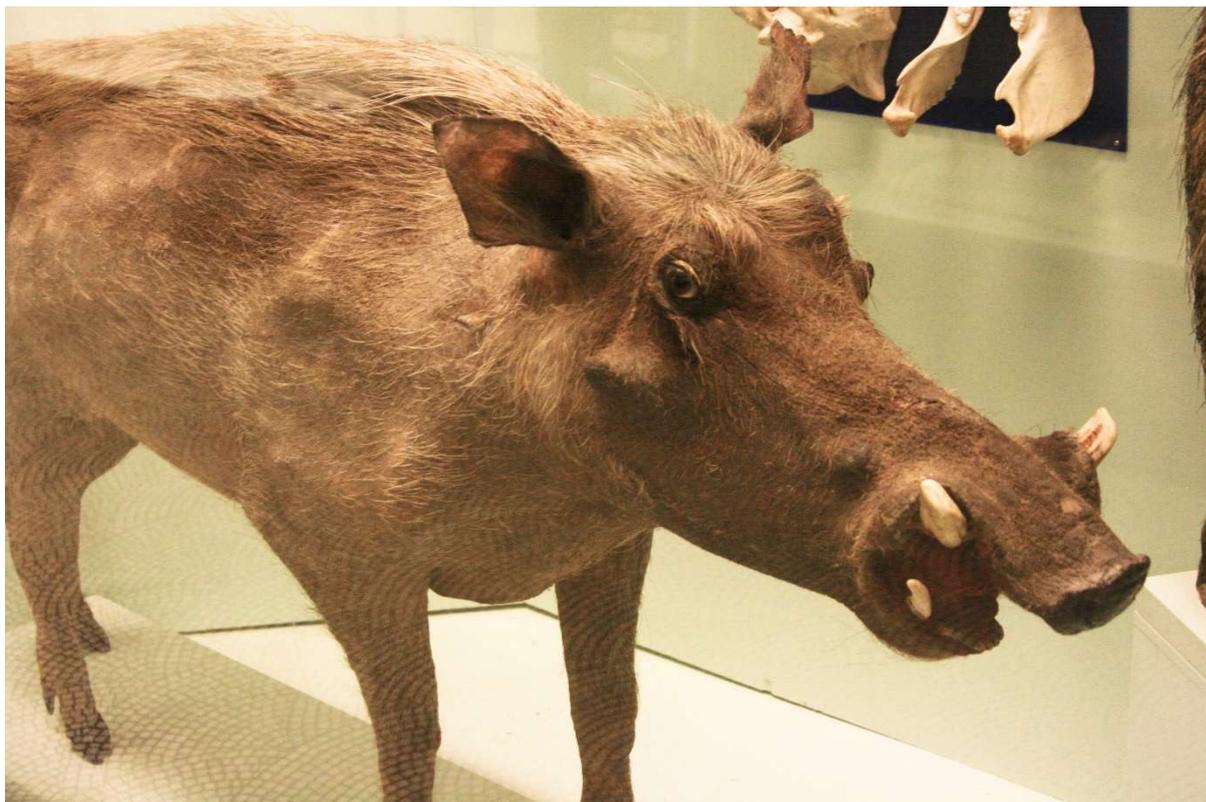
This is an Arctic Fox. It lives in the snow. But how does it feel?



This animal is called a pangolin. Do you think it looks like a fir cone on legs?



Look at this turtle. What do you think its shell feels like?



Look at this warthog. Would you like to stroke it? What does it feel like?

See if you can find something that feels the same as these animals. You can look around your house, or outside the next time you go out.

Now imagine you're an explorer and you're seeing some of these animals for the very first time! How would you feel when you see them? Shocked?

Surprised? Excited?

You *must* record what they look like so that people at home can see them. But how?

You could photograph them.

But what if you were an explorer 200 years ago? What would you do if there were no cameras? You would have to draw what you find.

Have a go at drawing the red panda below. You only have three minutes to do it!



Now try drawing this mandrill, which is a type of monkey. Again, you only have three minutes, but this time do it with your eyes closed!



Finally, try drawing the mouse above. Once again, you have three minutes, but this time you must do it without taking your pencil off the paper.

Why do animals look and feel like they do? It's to keep them safe!

The Arctic Fox lives somewhere cold, so it has thick fur to keep it warm, like a woolly jumper! The warthog has very short hair to keep it cool.

The Pangolin has spikes so that other animals don't try to eat it.

That turtle's hard shell also means that other animals can't eat it.

Look at the animals on the next page. How do they stop other animals from eating them? Some of them **hide**, some of them are **scary** so that other creatures run away and some of them have **armour** that makes it difficult for other animals to eat them. Choose one word, **hide**, **scary** or **armour** for each one. The answers are at the bottom of the page.



Turtle



Chameleon



Zebra



Pangolin



Tasmanian Wolf

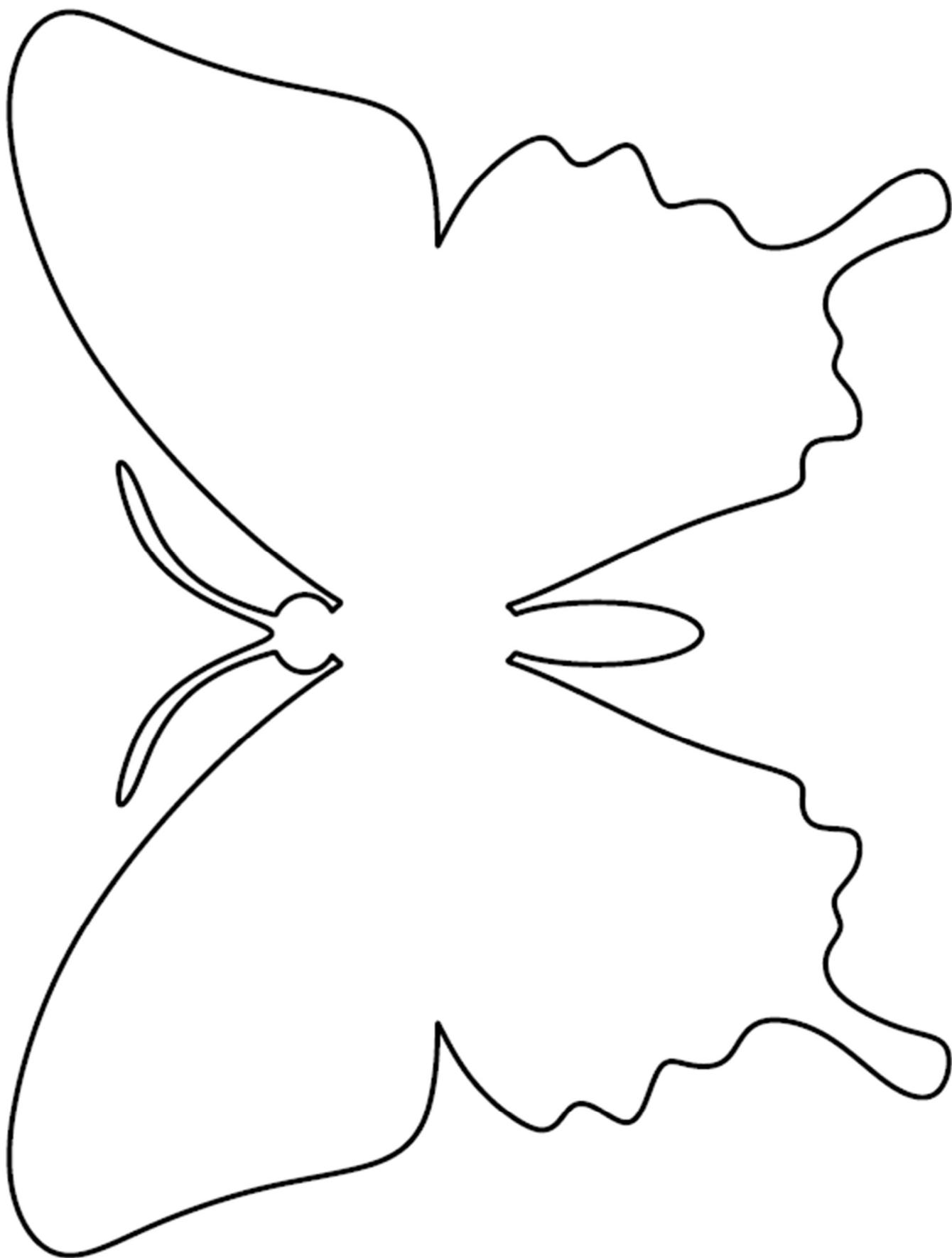


Porcupine Fish



Arctic Fox

Turtle: Armour – it goes inside its hard shell
 Chameleon: Hide – it changes colour to blend into
 the background
 Zebra: Hide – its stripes make it hard to see in
 long grass
 Pangolin: Armour – look at those spikes!
 Tasmanian Wolf: Scary – it can make its fur stand
 on end to look bigger and it show sharp teeth
 Porcupine fish: Scary – it pushes out its spikes
 Arctic Fox: Hide – its fur is the same colour as the
 snow, so it's hard to see



Other creatures hide so that they don't get eaten, they do this with something called *camouflage*.

This is where the creature is the same colour as the place where it lives, so that it's hard to see, like the zebra or the Arctic fox.

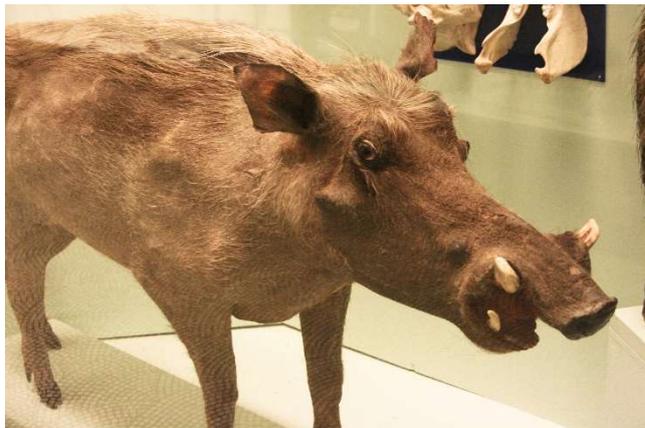
Where would each of the following animals live? Here's a clue: the animal is the same colour as that place!

Some white snow

A dirty brown river

Some long stripy grass

A brown savannah



Did you notice? Camouflage isn't just about colours! The patterns on animals can help hide them too! Like the stripy zebra or the spotty leopard! Can you think of any other animals with patterns on them?

We can make some really cool art about animals.

Look at these artworks by an artist called Paul Bartlett. He lives right here in Fife!

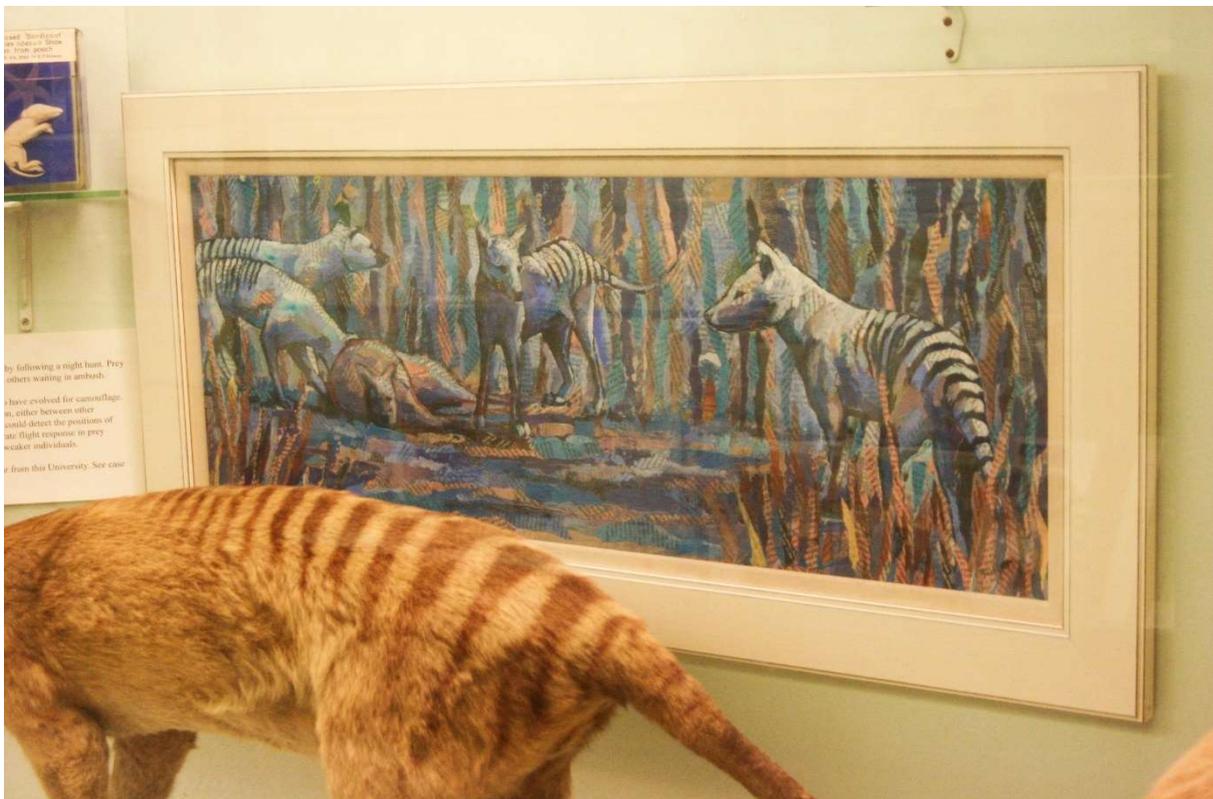
Can you see how the animals have patterns that look like the patterns in the background? Just like camouflage!



Back from Fishing by Paul Bartlett



Moa by Paul Bartlett



Moonlight Hunt by Paul Bartlett

It's hard to see, but these are pictures that you can feel! They aren't paintings or drawings. Paul Bartlett has stuck things down to make his picture – tissue paper, newspaper and other things. This is called a *collage*.

Why don't you have a go at making a collage of an animal?

You can use lots of different materials. Try to give your creature camouflage, so that it is the same colour or has the same pattern as the background.

Part 2: Ideas for entries

For the competition you can make any type of artwork you like. It can be 2D or 3D. You can create something you made in the activities on the previous pages or you can do something different inspired by the animals on display at the Bell Pettigrew Museum. You can find pictures of other animals at www.st-andrews.ac.uk/museums/art-competition, then click on the tab labelled “Resources”.

You can submit your butterfly paintings, drawings or collages from the previous activities.

You could also make an animal mask, and use it to play hide and seek – just like the camouflaged animals that hide!

You could also drip paint onto a piece of paper and then, when the paint has dried, cut out the shape of an animal, so you’ve got a camouflaged animal and a background that it can hide against.



Your entry to the competition must be inspired by something on display at the Bell Pettigrew Museum of Natural History and it must be linked to theme of animals and how they protect themselves, or to the themes of extinction and endangerment.

To have a good chance of winning, try something different – use exciting materials, for example. And don’t forget that you can enter a sculpture, it doesn’t have to be flat.

Part 3: Sending us your entry

To enter the competition send us a photograph or a scan of your entry by email to museumlearning@st-andrews.ac.uk.

With your email you must include the following information:

- Your name
- The category you are entering. You can find a list of categories in the introduction.
- Your age and year at school
- What school you go to

- Your home address
- Your email address

If you win the competition we will need the original artwork to put on display, so please look after it.

We need to receive your entries by **Friday 12th June 2020**. Good luck!