

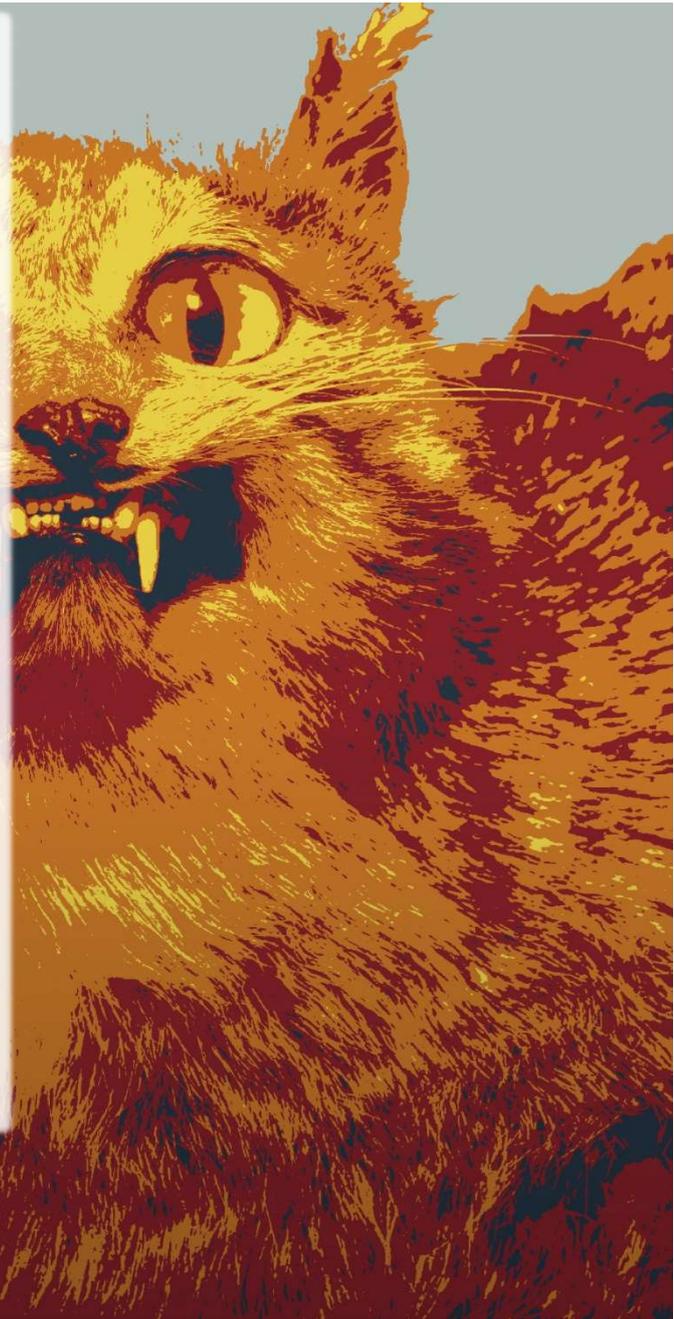
MUSA Young Artist Award 2020 Animals Alive?

Secondary 1 to Secondary 3

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

This booklet is designed to help you prepare an entry for the Young Artist Award 2020. It is designed for S1 to S3 pupils.

The Young Artist Award is an annual art competition for young people 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 years S1 to S3.

You can find resources for younger 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 you win the competition you will get:

- A specially commissioned medal
- Vouchers for the purchase 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. You may have done some of these in class already, so you can skip them if you want.
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?

Imagine being an explorer 200 years ago and seeing lots of strange animals that you'd never seen before. How would you record them? You don't have a camera – they haven't been invented yet! So we'll need to draw them.

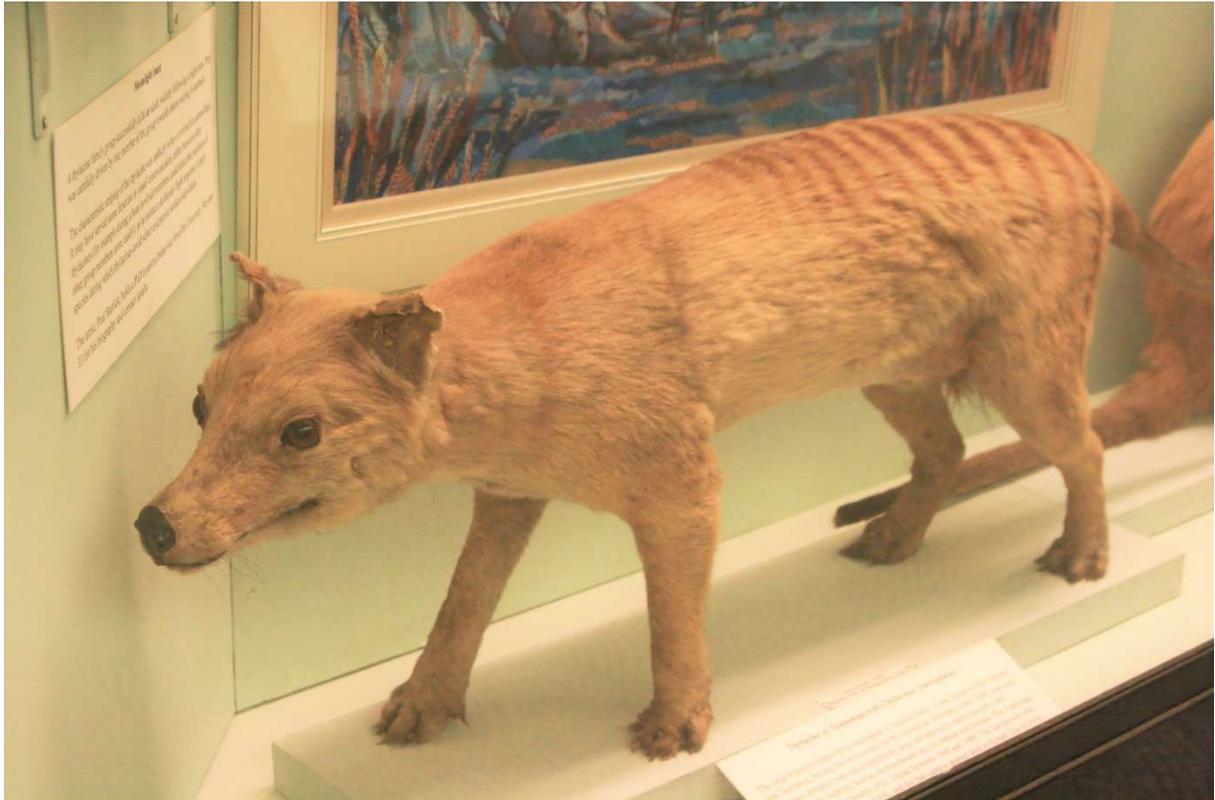
Take a look at the picture below. It's drawing of an anteater by the artist Lara Scouller. She's used charcoal.

Charcoal is a great material to use for drawing. It's very soft, so you can smudge it to make soft lines and grey colours. Look closely at Lara's drawing and you can see there is no outline, she's just given the impression of the edge of the animal. This makes it look 3D and not flat.



You've got to be careful when using charcoal. It gets all over your fingers and you might risk leaving fingerprints on your picture – or worse, all over the walls!

Now imagine you're an explorer again. Make yourself a logbook for your adventure and draw the animals on the next two pages, using the techniques that Lara has used. If you don't have charcoal at home you can use a pencil – the softer the better!





The first picture is of a Tasmanian Wolf, the second the St Kilda House Mouse and the third is a Moa.

What do all these animals have in common?

Answer: They are all extinct.

Extinction is when all the species have died out.

Why do you think these animals went extinct?

The **Tasmanian Wolf** was hunted by farmers after they arrived on Tasmania for the first time.

The **St Kilda House Mouse** lived on the island of St Kilda

off the coast of Scotland. It used to eat the crumbs that people dropped and the food in their cupboards. When people left St Kilda there was no more food for the mice to eat, so they died out.

The **Moa** was a big bird that couldn't fly. Europeans hunted them all when they arrived in New Zealand.

The environments of all these animals changed – either humans arrived or left.

Animals that are nearly extinct, but not yet, are called **endangered**. There are lots of endangered species today. This one is called a pangolin. They are hunted by humans, who want to use their spines in medicine. Because of this, pangolins are endangered.



Animals are adapted to their environment and this helps them to survive. They become **endangered** when those environments change – this might be humans arriving, or it might be something else.



This is an elephant skull – you can see the big hole in the middle where its nose, or trunk, would be.

Elephants are adapted to live in hot places. They have big ears to flap like fans and their skin has lots of cracks and creases that helps them keep cool.

But if they end up in a cold place this would be a problem – they might freeze to death!

This creature is an Arctic Fox. It is adapted to the cold – its white fur means it can hide in the snow, which makes it harder to hunt and means it can creep up on other animals that it wants to eat. It also keeps it warm!



But what if the snow melts and it gets warmer? It won't hide as easily, so it'll be harder to catch prey and might get eaten itself! It'll also get too warm.

There are lots of ways that humans are changing the planet in ways that make some animals endangered. Can you think of any?

Climate change makes the world hotter, which can kill animals that aren't used to new temperatures. Even if the new temperature doesn't kill you, it might

have killed your food – so the animals become endangered because there's nothing for it to eat.

Deforestation is when you cut down trees, maybe to use the wood, or to make space to plant crops that humans use, or to build cities. This means that animals who live in jungles and forests have nowhere to live. This affects gorillas and chimpanzees, like the ones in this picture here.

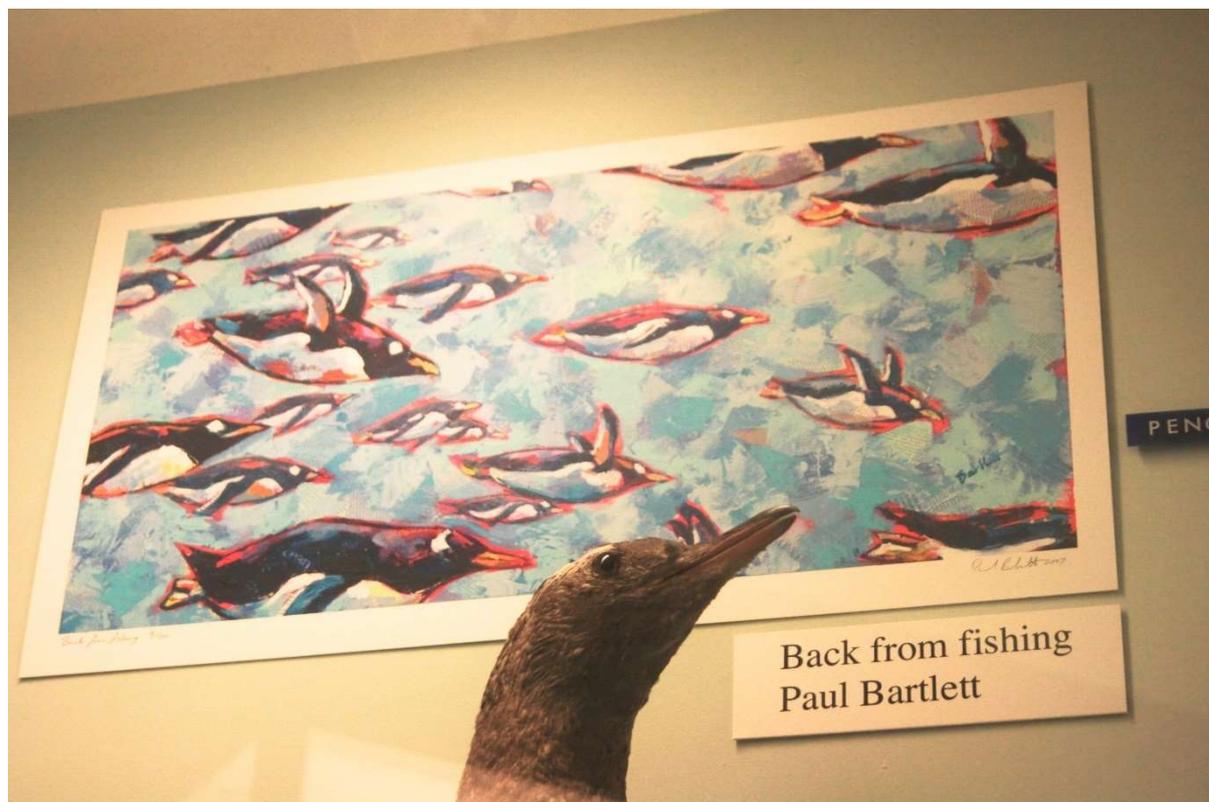
There might also be too much **pollution**, like plastics in the ocean, which affects whether animals are able to live.

There are other, more complicated reasons. The Scottish Wildcat, which you can see below, is threatened because we have built towns and because it breeds with the pet cats we have at home, which means that its babies are not wildcats.



These pictures are by an artist called Paul Bartlett. He comes from right here in Fife.

Paul makes pictures of animals using collage – can you see the different materials he has used? Some of them use newspaper, others tissue paper, and he's painted over the top.



Back from Fishing by Paul Bartlett



Moa by Paul Bartlett



Moonlight Hunt by Paul Bartlett

Focus on the Tasmanian Wolf that you can see in *Moonlight Hunt*. The Tasmanian Wolf has a stripy back and Bartlett has shown it to be camouflaged by placing it against a stripy background. But what if the environment has changed?

Make your own collage showing this scene, but change the surroundings. You might want to create a city instead of a stripy landscape, for example. You can use the template on the next page to help you structure your picture.

If you don't want to do a collage, try drawing instead. When you've finished you'll see the problem that animals face when their environment changes – the Tasmanian Wolf will stand out; it'll be harder for it to catch food and easier for other animals, or even people, to kill it. It's not longer adapted to its environment.



What would happen if the animals themselves could adapt to their new environment? Search for works by Banksy online. Banksy is a graffiti artist and he often tries to make a point using humour. You'll see that some of the animals he has created are made to look odd; you might see a rat in a baseball cap, a big chain and with a ghetto blaster. Maybe it's adapted to fit into city life? Or an elephant carrying a rocket on its back. Maybe it's adapted to fight off the hunters that want to kill it.

He's making a tongue-in-cheek point; these animals can't actually adapt like this, so maybe we need to adapt instead. Art isn't just pretty – it can make a point.

Have a go at creating your own adapted animal in the style of Banksy. You could draw something, paint something, make a collage or create a sculpture.

If you want, you could have a go at creating your own graffiti. You'll need to create a stencil for this – a different stencil for each colour you want to use – and you can use normal paint instead of spray paint.

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 the pictures you made while doing the activities to the competition, or you can do something completely different.

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 extinction and endangered animals.

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.

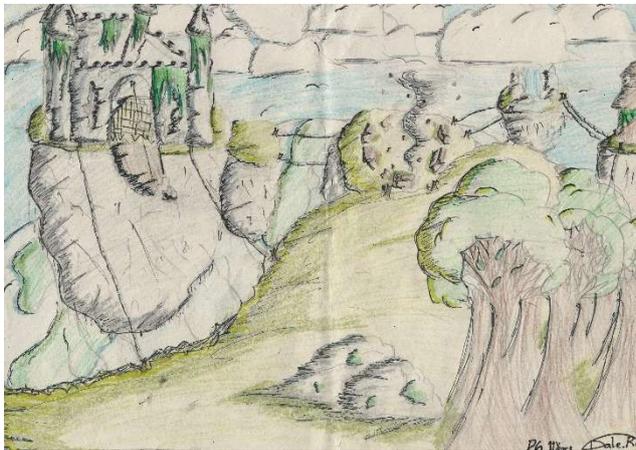
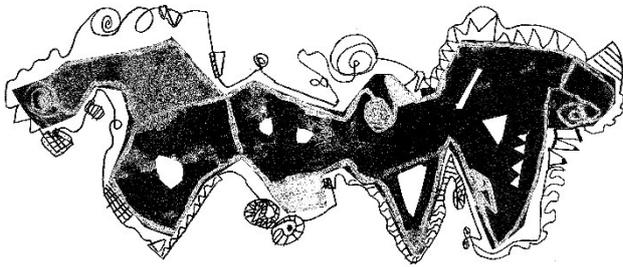
Hints and tips for producing artwork

The Young Artist Award attracts around 1000 entries each year showing a wide variety of styles, approaches, techniques and abilities. How can you make your artwork stand out from the crowd and wow the judges?

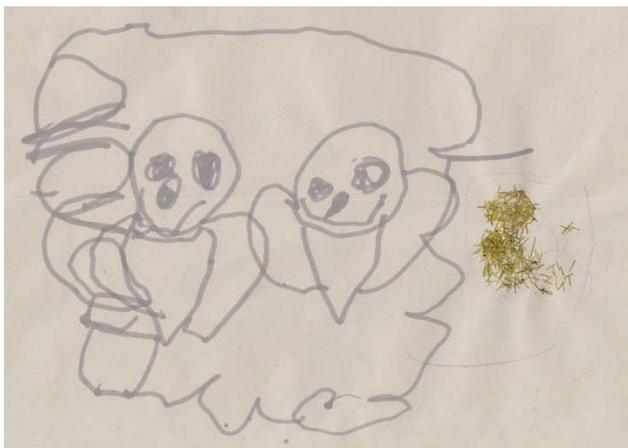
Here are our top tips for attracting the judges' attention:

- 1. Make sure that there's a clear link to the collections of the University of St Andrews.**
 - Take a look at the images on the Resources page of the website and consider how these can influence your work.
 - You don't need to represent the whole of an object. They can take part of it, or even an idea that it represents, and use this as inspiration for their work.

In 2016 Evie Young won first prize in Category B by taking the writing from a Tibetan prayer stone and turning into a piece of graffiti.



In 2017 Dale Restar won second prize in Category D by taking the castle from St Salvator's College Mace and using it to inspire his entry.



In 2013 Sine Dunlop won third prize in Category A by taking the angels from another mace and drawing them into her picture about treasure.



- You can simply recreate the object from the collections.



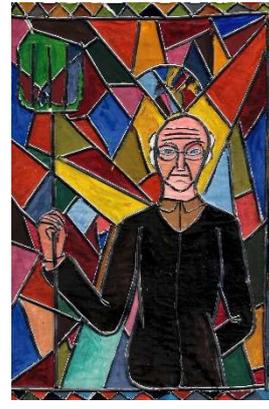
Emily Webster, 3rd, Category A, 2015

Darren Dilworth, 2nd, Category F, 2013



Aleisha Chalmers, 1st, Category E, 2017

- Pupils can create their own piece replicating the style or technique of an object or artwork from the collection.



Tara McGhie, 2nd, Category C, 2016

Emily Webster, 2nd, Category E, 2016

2. Be original and creative.

Ensure that you add your own personal touch to their work.

3. Be bold and look to create an impact.

- A winning artwork won't always be the most refined or be the work that shows the most natural artistic talent. Often it will be one that has shown boldness, where the pupil has tried something new or has taken a risk.
- Don't be afraid to create 3D entries. They often stand out from the crowd more easily.
- Have a go at trialling different materials and techniques. Previous winners have included a hand created from wire, a heart made of textiles and an astrolabe that used a paper plate.



Arianna Giles, 1st, Category F
2016



Paris Fabian, 1st, Category E
2016



Harry Simpson, 1st, Category A
2013

4. Don't forget to link the entry to the theme.

Good luck!

We look forward to seeing your entries to this year's competition.

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!