Color Twist Game

(art + physical education)

This game puts a new "twist" on an old favorite, and provides an enjoyable way for students to learn color-mixing.

Grade Levels K-4

Note: Instructions and materials are based on a class of 25 students. Adjust as needed.

Preparation

- 1. Make the play mat ahead of time, or have older students help create it. You'll need a piece of primed canvas, approximately 52" wide by 60" long.
- Use a compass or cut a cardboard template of a 10" diameter circle. Use a pencil or permanent marker to outline the circles in six rows, staggered to fit on the mat, see (A).
- 3. Paint the colors in the circles with acrylic paint. Mix the primary colors together to make the secondary colors. Allow the mat to dry, then apply a second coat of paint. Allow it to dry.

NOTE: to make the play mat long-lasting and easy to clean, take it outside and spray it with a clear sealer, such as Bulls Eye Shellac (01011-1005). Carefully follow the instructions on the can and keep it away from children.

4. Create the playing cards by cutting a sheet of posterboard into 3" squares. One standard 22" x 28" piece of posterboard will make 63 squares. Dab a stroke of primary color paint on each card, 20 each of blue, yellow and magenta (red). Leave three of the cards blank. Allow them to dry.

To Play

- Place the color playing cards in a bag or box so they can't be seen. Allow three or four players at a time on the play mat. It's best to play in stocking feet and keep the area clear of chairs and tables.
- 2. Have a student who is not on the mat choose one of the following: right foot, left foot, right hand or left hand. Have a second student close his or her eyes and choose two cards from the box. Have the players touch their corresponding hand or foot to a color dot.

If two cards of the same color are drawn, students should touch that color dot. If two different primary color cards are drawn, students must determine which secondary color would be made from mixing those two colors, and then touch that dot. If a blank

Materials

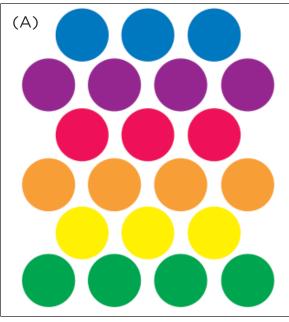
Blick Studio[®] Canvas Roll, 52" wide (07341-5225); need 60" length

Blickrylic[™] Student Acrylics, one quart each of the following colors: Chrome Yellow (00711-4157) Magenta (00711-3047) Ultramarine Blue (00711-5237) Black (00711-2047)

Blick[®] Deluxe White Posterboard, heavy 14-ply (13104-1002); cut one 22" x 28" sheet into 3" squares

Safe-T[™] Compass (55437-0000)

Foam Brushes, assorted sizes, set of 48 (06066-1489)



card is drawn, that hand or foot must remain in the air (suspended) above the play mat.

- 3. Call another hand or foot and draw the next two cards.
- 4. Play continues until one player is unbalanced and touches the mat with something other than a hand or foot, or a player touches an incorrect secondary color from the two primary cards called. Depending on the number of students playing and time limitations, you may wish to eliminate them one at a time, or rotate a new group in after play has stopped, so that everyone has an opportunity to play.

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National Standards for Visual Arts Education

<u>Content Standard #</u>2 – Using knowledge of structures and functions

K-4 Students know the differences among visual characteristics and purposes of art in order to convey ideas

<u>Content Standard #</u>6 — Making connections between visual arts and other disciplines

K-4 Students identify connections between the visual arts and other disciplines in the curriculum