

# The Art in

Science, Technology, Engineering and Math



## HOW DO I USE STEM IN MAKING ART?

This year's Visionarios theme asks that students create a work of art using a science, technology, math or engineering concept(s). STEM is actually a big part of the ART process, which means students are already using it.

Patterns, geometric shapes and negative space play a big role in art-making. Technology in art can involve the use of digital tools and computer manipulation; a science experiment is conducted every time colors and other elements are mixed. The list of how art is integrated into STEM and vice versa is endless.

## SUGGESTED INSTRUCTIONAL ACTIVITIES

Please see the list of prompts and links in the next column to spark ideas for student work.

## ELEMENTARY

- Use geometric shapes as a foundation for drawings of animals, automobiles, etc.
- Make a cyanotype or "sun-print" which involves a special kind of paper, found objects and the sun to create a print via chemical reaction
- Use shaving cream, acrylic paint and toothpicks to create marbled paper
- Create a food chain collage
- Paint a self-portrait using either a monochromatic or primary color-scheme or mix colors to create a portrait using a secondary or even tertiary color-scheme

## MIDDLE SCHOOL

- Use a compass & paintbrush to create an abstract work of art with colorful concentric circles
- Use the Golden Mean to create a painted or drawn image of something man-made or natural like a painted wave, or a top view of a winding staircase.
- Utilize a grid to create a self portrait

## HIGH SCHOOL

- Use a compass & paintbrush to create an abstract work of art with colorful concentric circles
- Use the Golden Mean to create a painted wave or shell
- Utilize a grid to create a self portrait
- Use the rule of thirds to create a striking landscape
- Use tessellation to create a dynamic digital piece of artwork showcasing technology
- Use knowledge of mathematics with proportions and perspective to create a landscape or portrait
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