

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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