



museum of arts and design

## DIGITAL MADLAB TOUR THEMES

Digital MADlabs are 60 minutes in length. Educators may select their program's format and theme.

### Step 1: Select a format:

- A) 40-minute interactive lesson + 20-minute **virtual studio visit** with a [MAD Artist Studios resident](#)
- B) 40-minute interactive lesson + 20-minute an **art-making activity** using everyday materials

### Step 2: Select a theme:

#### **Color, Line, and Shape (Grades K-2)**

Jagged lines, electric colors, and floating shapes: explore how artists use the building blocks of art and design to make a splash with their work.

#### **Art and Storytelling (Grades K-4)**

Calling all detectives in grades K-4! Explore MAD's current exhibitions and figure out what stories artists are telling through their work.

#### **Make Your Mark: Materials and Process (Grades K-12)**

At MAD, we celebrate the materials and processes artists, designers, and craftspeople use to communicate their ideas. Learn how artists manipulate traditional and unconventional materials and test boundaries between functional and art objects.

#### **Wearable Art: From Cardboard Crowns to Diamond Rings (Grades K-12)**

From fashion statements to family heirlooms, body adornments have played an important role in cultures across centuries and continents. Explore how modern and contemporary artists have used wearable art as a way to tell stories, signal wealth or status, reflect identity, or simply decorate the body.

#### **MADlab for English Language Learners (Grades K-12)**

Close looking, conversations about what you see, and hands-on making are great ways to encourage English Language Learners to build upon their knowledge, make connections, and build their vocabulary in the open-ended, informal learning environment.

#### **What Is Design? (Grades 3-12)**

Design is all around us. During this program, investigate how artists and designers engage in creative problem-solving to create objects that bring together form and function.

#### **Art and Impact (Grades 6-12)**

For many makers, art, craft, and design are vehicles for expressing their identity, drawing attention to social justice or environmental issues, and building community. Join us for engaging discussions about artworks in MAD's collection that reflects how art can change neighborhoods, communities, and the world.

#### **Beyond the Handmade (Grades 6-12)**

Explore the intersections of art, design, science, and technology in the work of contemporary makers, during this STEAM-focused program. How do artists and designers remix traditional and cutting-edge materials and techniques to expand the fields of craft and design and open up innovative interdisciplinary pathways?

**Museum Studies: Why is this Art? (Grades 6-12)**

What makes something art? And why is it in the museum? Considering objects within and outside the context of museum exhibitions, you will learn about making and showcasing art by considering the perspectives of artists, curators, other museum professionals and viewers.