

Lisa Bailey

Surrealist Collages-Exquisite Corpse Game

Grade Level: High School (9-12)

Description: The students will complete a surrealist collage by taking turns working on separate sections of the whole.

Objectives:

- Students will learn about the history of Surrealism and the Exquisite corpse game.
- Students will use and understand terms relating to the Surrealist movement.
- Students will cut out and combine different images to create one new image.

State Standards:

VAHSVAMC.1 Engages in the creative process, imagines new ideas by using mental and visual imagery, conceptualizes these ideas by using artistic language and contextual understandings in assessing learning, and develops a personal artistic voice that gives unique form to these concepts.

- a. Identifies artistic styles of a range of contemporary and past artists.

VAHSVAPR.5 Creates artwork reflecting a range of concepts, ideas, and subject matter.

- b. Brainstorms multiple solutions before beginning artwork.

VAHSVACU.2 Demonstrates an understanding of how art history impacts the creative process of art making.

- a. Develops a repertoire of contemporary and historical art exemplars.

National Standards: **Content Standard: 1:** Understanding and applying media, techniques, and processes

Content Standard: 3: Choosing and evaluating a range of subject matter, symbols, and ideas

Assessment: Have students think of different ways you could play this game and have them write a poem for their artwork.

Evaluation:

Performance Indicator	1	2	3	4
Creativity and Originality	Piece is finished but provides no evidence of creativity or originality	Piece includes an idea, but lacks originality and may have imitated someone else's plan	Piece includes some unique ideas and several materials were used	Piece includes many unique ideas and creative use of materials
Effort and Perseverance	Piece is incomplete	Piece is completed with minimal effort, work is	Piece is complete with good effort, meeting all	Piece is complete with substantial evidence of

		somewhat careless	requirements	effort, beyond what was required
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Materials: Samples of fantasy and surrealist art

Magazines

Scissors

Glue

Poster Board

Ruler

Content Keywords:

Balance- A principle of design, balance refers to the way the elements of art are arranged to create a feeling of stability in a work; a pleasing or harmonious arrangement or proportion of parts or areas in a design or composition. Portions of a composition can be described as taking on a measureable weight or dominance, and can then be arranged in such a way that they appear to be either in or out of balance, or to have one kind of balance or another. Balance can be symmetrical, or formal; or it can be asymmetrical, or informal. It can also be radial.

Collage- A picture or design created by adhering such basically flat elements as newspaper, wallpaper, printed text and illustrations, photographs, cloth, string, etc., to a flat surface, when the result becomes three-dimensional. Most of the elements adhered in producing most collages are "found" materials.

Unity- The quality of wholeness or oneness that is achieved through the effective use of the elements and principles of design. A totality that combines all of its parts into one complete, cohesive whole.

Proportion- A principle of design, proportion refers to the comparative, proper, or harmonious relationship of one part to another or to the whole with respect to size, quantity, or degree; a ratio.

Stream of consciousness- *Psychology*. The conscious experience of an individual regarded as a continuous, flowing series of images and ideas running through the mind.

Surrealism- A twentieth century avant-garde art movement that originated in the nihilistic ideas of the Dadaist and French literary figures.

Procedures:

1. Students will see examples of Surrealist artwork by Salvador Dali and Rene Magritte. They will be given a brief history about each artist.
2. Students will learn about the history of the Exquisite Corpse game and get a chance to play around with the site www.drawandfoldover.com.
3. Have one student from each table grab a stack of magazines. Search through magazines for background images and object photos. Tear out the full sheet from the magazine. Stack the magazine pages in the middle of the table.

4. Each student will receive a sheet of paper. Use a ruler to divide the paper into 4 sections (head, torso, legs, and feet). Experiment with placement of various objects on selected background pieces. Remember to emphasize dream or nightmare like qualities that appear within the various combinations.

5. The first student starts at the top, designated for the head. Glue down background section. Carefully trim objects and glue to background.

6. Give students fifteen-twenty minutes to complete their section. When time is up take up the paper and distribute at random, students should not receive the same sheet.

7. Give the next round of students the same amount of time and repeat.

8. Discuss finished pieces for hidden or underlying meanings in regard to social and political topics. These often appear subconsciously in the design of the pieces or occur to a classmate upon viewing the finished piece.