

# MUSEUM FROM HOME

Edition 6 | April 24, 2020

## TRACE YOURSELF!

### Look!

Make the same motion with your body as the person in the picture.

What do you think this person is doing?

Use your finger to trace the figure. As you trace the figure, name what you're tracing. Head, arms, legs and feet!

Does it look like the person's clothes are moving? Why or why not?

## Learn!

The artist who created this artwork loved to make drawings and paintings of a famous dancer. He would bring his sketchbooks to her performances. He drew her thousands of times! He found her movements interesting.

The dancer's name was Isadora Duncan. The artist's name was Abraham Walkowitz.

She isn't usually drawn with a lot of details in

her face, because Walkowitz was much more interested in drawing the way she danced.



#### Do!

Create your own line drawings of your movements! If you don't have a large roll of paper at home, you can always tape sheets of paper together. Make sure you find a clean, flat and non-carpeted surface to lay down on. Warm up for this activity by playing Simon Says or by singing Head, Shoulders, Knees and Toes to build some body awareness!

Or, take this activity outside and trace yourselves in chalk! Find a safe area to lay down on pavement.

#### Materials:

- Large roll of paper, or smaller sheets of light-colored paper and tape or, take it outside onto the pavement!
- Black crayon or colored pencil or chalk!
- Crayons, colored pencil or chalk
- 1. First, demonstrate for your little one what you're doing! They'll mirror you, but if they've never had their body traced before, they definitely won't lay down still! Lay down and demonstrate tracing your own legs or one arm. See if your child will trace your outline first.
- 2. Next, have them lay down and trace their body.
- 3. Stand up and look at the outlines. Point out arms, legs, heads, feet, etc.
- 4. Get into character like Isadora Duncan. Play around with making your bodies into different shapes and tracing again and again. Talk with your child about what you see.
- 5. Have fun! After you've created a few outlines, color in your features. Add hair, clothes and maybe even a background.