

Art Gallery Games with Lola Dutch

Ideas for Parents:

Set Expectations:

Before your trip to the museum, it can be helpful for children to learn what to expect. Focus on the fun things that they might see and do, and let them know why you are excited to be going! This is a good time to establish some rules too, like walking slowly and keeping hands to ourselves.

Use the Museum's Resources:

By visiting the museum website, you can learn about special programs and resources available for children and families. Some museums have audio guides especially for kids, and many offer family-friendly tours, family activity nights, interactive exhibits, or children's workshops. Youth programs are a great introduction to the museum and get children excited to explore after the activity. As they do, they'll make further connections to the lesson, and say things like, "I've seen that before!"

Less is More:

Remember that less is more. Looking at artwork for hours can be mentally exhausting, especially if it's your first time! Don't worry about seeing it all in a single trip. Leaving some things left undone will help your child be more excited for the next time! Allow them to follow their interests and explore the museum naturally and at their own pace.

Prioritize and Explore:

If your child doesn't know where they'd like to go first, it can be helpful to look at a map with images. Whichever pictures catch their eye, visit that section first! Going straight to an area of interest helps make the most of limited time and energy.

Moment of Calm:

If you are able to sit on a bench or the floor, you won't need to worry about active feet or curious hands, and can spend more time focusing on a single piece.

Get the Wiggles Out:

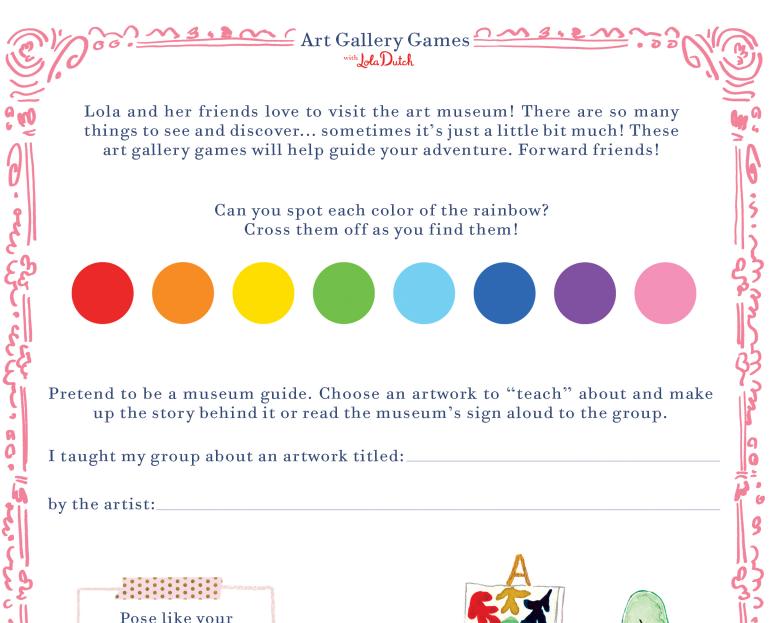
Extend your time in the museum by breaking it up with lunch or a visit to any outdoor sculpture areas.

Get those creative juices flowing:

By asking questions about what your child sees, what they think is happening, who the people might be, what they might be saying, etc., you are engaging them in observation and storytelling. This practice articulating their imagination helps to grow confidence and creativity!

Teach by Example:

Enjoy yourself! When they see you making meaningful connections to your experience with art, they'll see how art is a visual language and a powerful force - something to value, preserve, and enjoy.





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How to Play I Spy:

One player is the "spy"

The other players are "guessers"

The spy will pick a "secret item" in the room that everyone can see. Don't tell anyone what it is! Once you have chosen the secret item, you can't change your mind. The goal is to give hints and answer questions until one of the guessers is able to pick out the secret item!

The game begins when the spy says, "I spy with my little eye something that is... (hint)."

A hint can be any word that describes the item. You can describe the color, size, what it's made out of, any features it has, the first letter of its name, the texture, what it is used for - these are just a few ideas!

After the spy gives the first hint, the other players take turns either asking a question or making a guess. If they ask a question, it needs to be answered with a yes or no. Instead of asking "what is the color?" ask, "is the secret item red?" If the player makes a guess, then they say, "You spy with your little eye... (guess)." The spy answers yes or no, or warmer/colder. "Warmer" means that the guess was close. "Colder" means that the guess was not close.

When all guessers have had a turn, if the secret object has not been found then the spy gets to give another hint. "I spy with my little eye something that is also... (new hint)."

When a guesser correctly picks out the secret item, they become the next spy!



