



PRESENTS

# KIDSEUM AT HOME

*Creative fun and learning for the entire family,  
all from the comfort of home!*

Introduction to

## 2D & 3D DESIGN

Inspired by the exhibit

INSIDE THE  
WALT DISNEY ARCHIVES:  
50 YEARS OF  
PRESERVING THE MAGIC





# DISNEY ARCHIVES SCAVENGER HUNT

## AGES

7-11 years old

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## SKILL LEVEL

Beginner / Intermediate

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## DESCRIPTION

Families will explore the Disney Archives through our online guide. They will learn about some of their favorite characters, props and stories.

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## MATERIALS

Disney Archives Digital Guide / <a href="https://guide.bowers.org">https://guide.bowers.org</a>	
Cell Phone	Scavenger Hunt Worksheet
Pencil / Pen	Color Pencils / Markers

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## Procedure

1. Start by accessing our online guide through your cell phone.
  2. Use the worksheet provided below to search for artifacts in the guide. The worksheet has a hint to help you search for the artifacts.
  3. Once you have found the artifact, write three things you learned about the object.
  4. Sketch your findings or the scene in which the object normally appears.
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# Scavenger Hunt Worksheet

Use the sketch box to draw your findings and write three things you have learned about the artifact


Sketch



Find Mickey and the Sorcerer.

- 1.
- 2.
- 3.

Sketch



Find something gold and covered in jewels.

- 1.
- 2.
- 3.

# Scavenger Hunt Worksheet

Use the sketch box to draw your findings and write three things you have learned about the artifact

Sketch



This object is a sweet treat but not for our friend Snow White.

- 1.
- 2.
- 3.

Sketch



Find three hitchhikers looking for a way out of a mansion.

- 1.
- 2.
- 3.

# 2

## CHARACTER COSTUME DESIGNS

### AGES

7-11 years old

### SKILL LEVEL

Beginner / Intermediate

### DESCRIPTION

For this project families will learn about color, texture and shapes through the art of costume design. You will make clothing for your own character by collaging different materials.

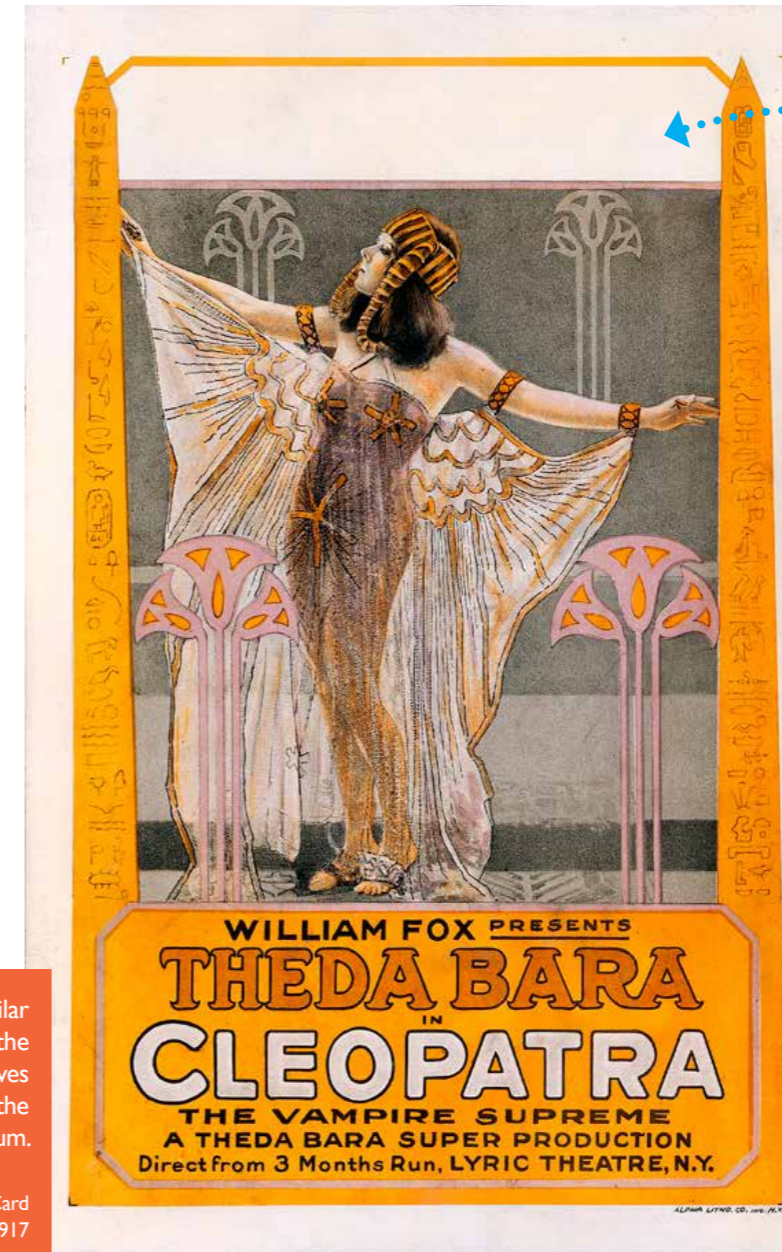
### MATERIALS

Printed Template	Markers or Colored Pencils	Glue Bottle
Scissors	Pencil and Sharpie	Fabric Scraps*
Buttons*	Sequins*	Felt*
Construction Paper*	Ribbons*	Bottle Caps*
Flowers or Leaves*	Pebbles or Shells*	Yarn*
Beads*	Feathers*	Tissue Paper*

Materials with an (\*) are optional, use only if available.

### HELPFUL TIPS

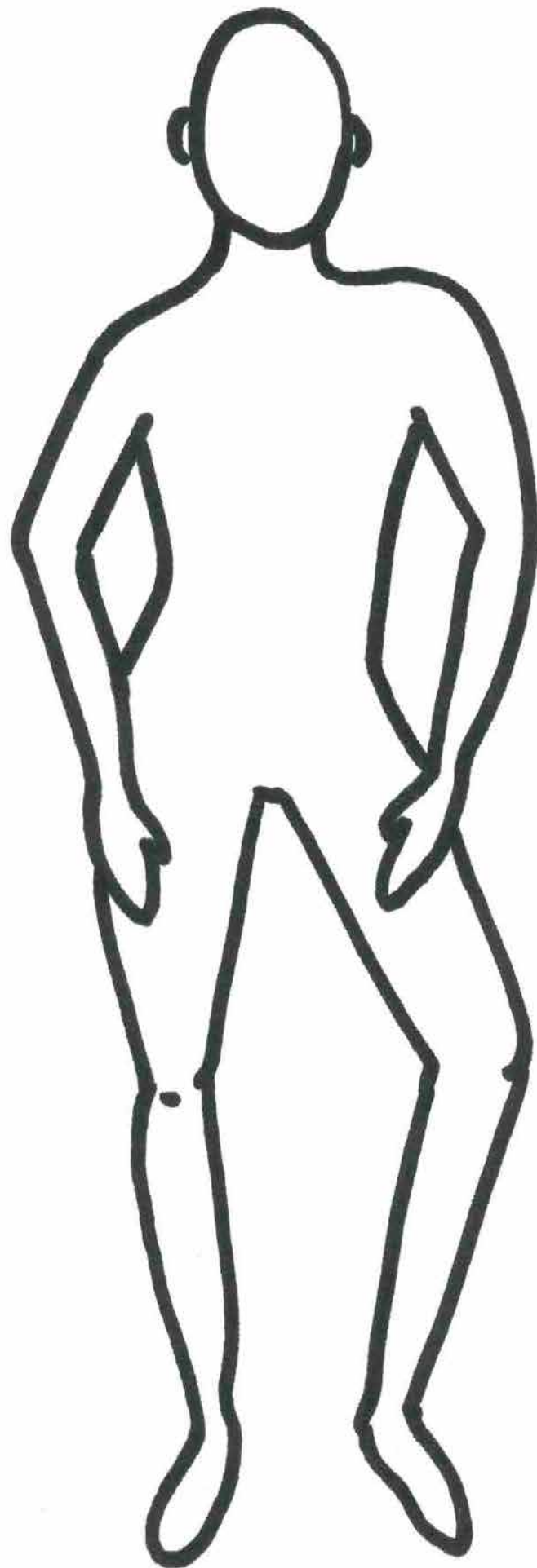
- Print out your desired template or draw your own form.
- Use any materials you have available.
- Express yourself creatively, you do not have to follow the demonstration exactly.
- You can print out more than one template if desired.

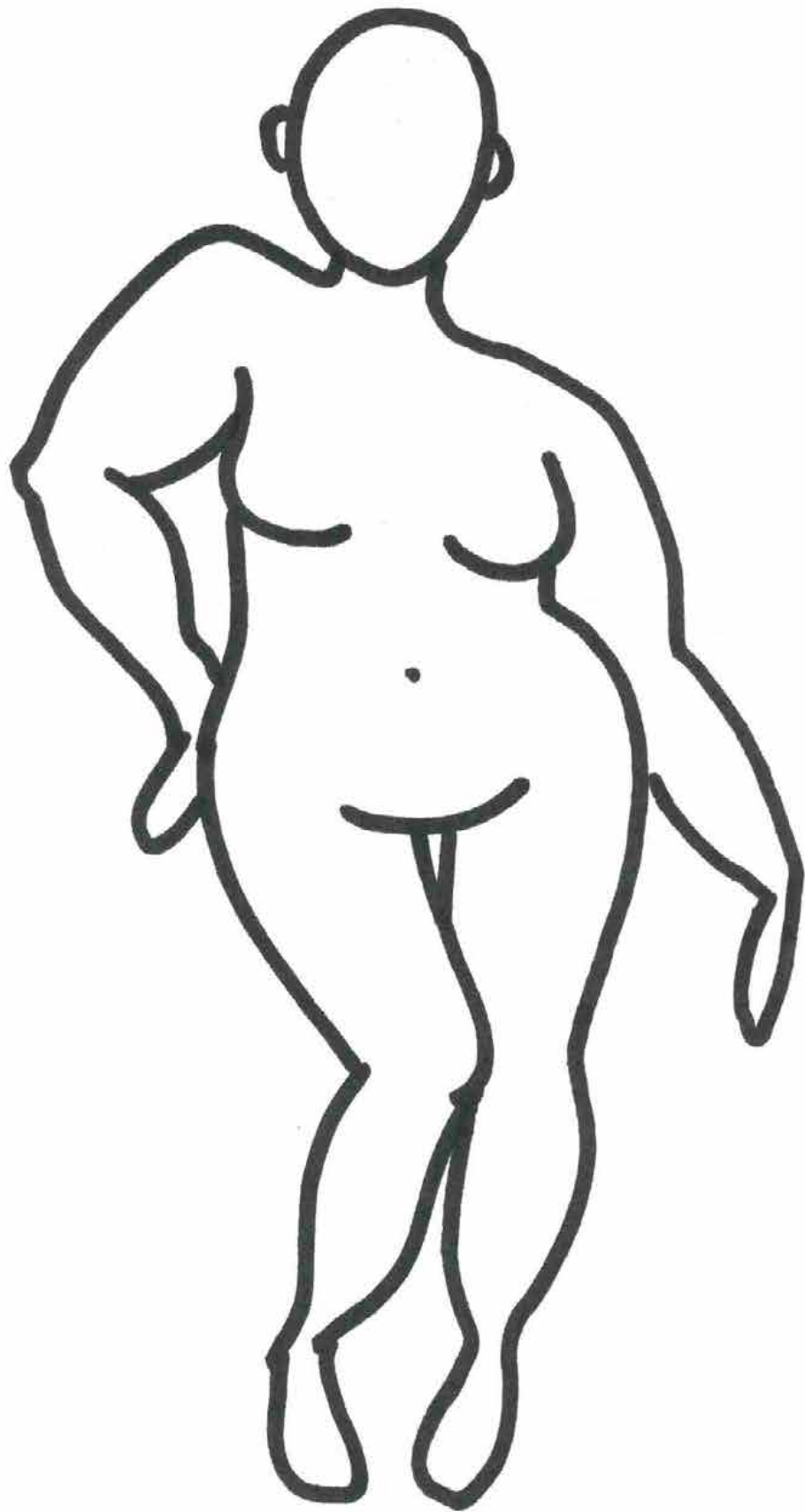


Window card similar to one seen in the Walt Disney Archives exhibition at the Bowers Museum.

Blank Window Card for Cleopatra, 1917  
Wikimedia Commons  
Public Domain

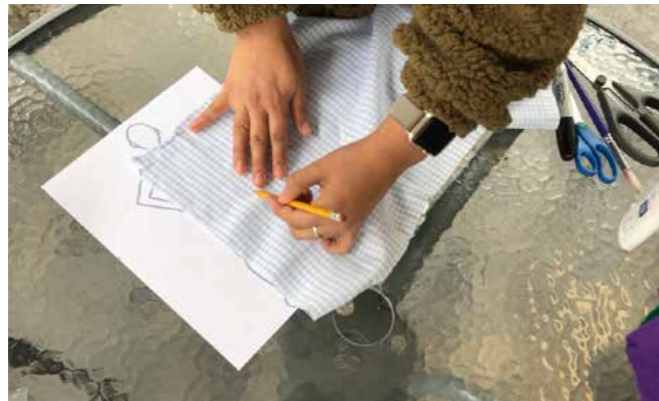
The window card in the exhibit is marked at top with venue details: "Grand opera House in Canton (Ohio), 4 DAYS, CoM. Thursday May 2."





## Procedure

1. Take your fabric or any materials you may have available and measure out the pieces you will need for your form. Try marking them with a pencil, this will make it easier to cut later.



2. After marking the pieces, start cutting out your fabric.



3. Glue down the fabric onto the template. Repeat this as desired using various pieces or colors or material.



4. Add any extra attachments to your form like sleeves, pants, coats, etc. You can add hair to your character using ribbons or yarn.



5. You may also make accessories for your character. Some examples are gloves, jewelry, a purse, a belt, shoes, a crown or a hat. **Helpful tip:** Wait until the end to add any decorative pieces onto the form. You can use feathers, buttons, sequins, beads, flowers, leaves, pebbles, etc.



6. Optional: With markers or colored pencils, fill in the background to put your character in a scene.



# 3

## SALT DOUGH CLAY FIGURES

### AGES

7-11 years old

### SKILL LEVEL

Intermediate

### DESCRIPTION

For this lesson, families at home will be making their own salt dough to create a three-dimensional character.

### MATERIALS FOR SALT DOUGH

Salt (1 cup)	Flour (2 cups)
Water (¾ cups)	Large Bowl / Measuring Cups

### MATERIALS 3D CHARACTERS

Salt dough / Clay*	Paint	Brushes	Wooden Cylinder /Rolling Pin*
Clay Tools*	Toothpicks*	Fork / Butter Knife	

*Materials with an (\*) are optional, use only if available.*

### HELPFUL TIPS

- Use iodized salt, as coarse salt will make the dough very grainy and bumpy.
- You can sift your flour before mixing to get rid of any clumps or debris.
- If you have clay tools, use them to shape your dough for better results.
- Store any unused dough in a zip lock bag or an air-tight container and store in the refrigerator. It must be used within a week.
- Acrylic is the ideal paint to use, if you have it.



## Procedure: Dough

1. Measure 1 cup of salt and 2 cups of flour and pour them into the large bowl and mix them together.



2. Slowly stir in 3/4 of a cup water into the bowl until the dough has begun to form.



3. Take the dough out of the bowl and knead it with your hands.



4. Then push the sides and top of the clay and pinch 4 corners.



## Procedure: clay figures

1. Once you have your salt dough, try drawing out a character you would like to bring into life.

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2. Take the dough and cut it into 4 equal sections

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3. Then take one section and break into smaller pieces to practice rolling them in a circular motion under your fingers and palm. This will create spheres or oval shapes.

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4. Take another section and cut that into 4 even pieces. Place one piece on a flat surface. Then with your hands and fingers push the sides and top of the clay and pinch 4 corners. This will start to make a cube shape.

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5. You can press on one side to make a cuboid, continue to make more as practice.

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6. Take another section and roll it onto a flat surface. Apply pressure as you roll to make coils or noodles. Continue to practice.

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7. Take the last section and flatten it out using a rolling pin.

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8. Use a plastic knife to cut out sections and lift them from the surface. This will make thin sheets for layering. Continue to practice.

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9. Once you're ready, clump all the clay back together and begin making your figure.

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10. Now when making a figure, think about the shapes that make up the form. For example, the body can be a cuboid, the legs and arms are coils, the head is a sphere and so on.

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11. For facial features, the same applies:  
Eyes = Spheres, Nose = Triangle, Mouth = Oval.

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12. For hair and clothing, make thin sheets and layer them onto your figure.

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13. You can use a toothpick or fork for small details.

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14. When done, leave it to dry. They can also be oven baked at 356°F. The baking time varies on the thickness of your dough. About 10 - 25 minutes max.

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15. When it's dry, you can paint them or leave as is.

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**Molding Techniques:** Roll dough into a ball or noodle | Flatten dough with a roller | Shape dough with a needle tool | Shape body parts by hand



## State and National Standards

### Digital Archives Scavenger Hunt

#### State Content Standards:

**HE.K.7.1.S**

Follow rules for safe play and safety routines.

**ELA.SL.K.2**

Confirm understanding of a text read aloud or information presented orally or through other media by asking and answering questions about key details and requesting clarification if something is not understood.

### Character Costume Design

#### State Content Standards

**CTE.FID.A.4.1**

Apply the elements and principles of design to various tasks within the fashion industry (e.g., textiles design, fashion design, graphic design, visual merchandising).

#### Visual and Performing Arts Standards

**VA.2.2.3**

Depict the illusion of depth (space) in a work of art, using overlapping shapes, relative size, and placement within the picture.

**VA.6.2.4**

Create increasingly complex original works of art reflecting personal choices and in-creased technical skill

### Salt Dough Figures

#### State Content Standards

**SCS.K.1.a**

Students know objects can be described in terms of the materials they are made of (e.g., clay, cloth, paper) and their physical properties (e.g., color, size, shape, weight, texture, flexibility, attraction to magnets, floating, sinking).

**RK.G.5**

Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.

#### Visual and Performing Arts Standards

**VA.3.2.5**

Create an imaginative clay sculpture based on an organic form.

**VA.4.2.3**

Use additive and subtractive processes in making simple sculptural forms.

For more fun from home, follow us @bowersmuseum