

## “American History: NEH’s Picturing America Collection”

Artists and Teachers will use the National Endowment for the Humanities Picturing America Collection to allow students to explore key moments in American History through paintings and sculptures featured as part of the collection. Working in small groups teachers will guide students to design and paint, sketch or sculpt their own interpretation of some historic moments in American History. Students will also have to include a brief one paragraph overview of the medium they chose to use and the historical significance the object/event represented in their project. Each week, students will explore different time periods and at the awards ceremony, each will preview what they feel is their “best/most interesting” work.

<http://picturingamerica.neh.gov/>

### *“American History through Cartoons and Comics”*

This offering will allow students to use and create cartoons and/or comic(s) strips to trace the development of key events through US History. Students will be introduced to key figures in comic strip history (e.g. Captain America, G.I. Joe) that represented the causes of America. We will explore how these and other comic figures can be used to help students relate complex historical events in a modern, visual way. Additionally, the deeper meaning behind political cartoons (Thomas Nast, etc.) will allow students to “read between the lines” and explore the artists’ views. Students will then create their own cartoons about historical topics that they are/have been interested in throughout U.S. History.

## "American History: An Amazing Race"

Teachers will create historical treasure hunts each week we attend our field trip locations. We will have groups find historical clues and advance to the next stage of the race. No teams will be eliminated (like the actual Amazing Race) but prizes (t-shirts, hats, etc.) will be awarded based on how many clues the teams get correct. Teachers will meet Sat. Sept. 12<sup>th</sup> (the week before we begin) for a three hour planning session to design the treasure hunts for our field trips.

## "American History Thru Film"

### **ACTIVITIES (project description)**

1. **Story Boards:** Movies begin with getting the big idea down on paper. These boards work much like comic strips and are a team effort. Work in groups to lay out your epic movie plans. Pick a setting and time within American history (use the included Storyboard handout) and begin building the next Academy Award winner.

2. **Movie Posters:** You have just been assigned to recreate posters for some great American classic films. Posters capture an audience's attention and should highlight the main ideas, characters and "look" of the film. Pick your favorite film and begin with your rough draft drawings. Then explore basic graphic design techniques in Photoshop to complete your masterpiece. (this is a 2 session project)

3. **Close-Ups!:** Artists such as Andy Warhol, Robert Rauschenburg and Chuck Close have used the classic "head shot" pose for their art. Pick a character from a film or even insert your face onto the picture. Students will use silkscreening techniques in the printshop to complete their projects.

### **FILMS (U.S. History topics - GLEs)**

1. *1776 / The Patriot*

(H-1B-H6) Describe the course of the American Revolution, including major turning points and key strategic decisions.

(H-1A-H3) Determine when primary an/or secondary sources would be most useful when analyzing historical events.

2. *Enemy of the State / North by Northwest*

(H-1B-H16) Describe the impact of technology on American society.

(H-1B-H18) Identify recent Supreme Court decisions & describe how they impact society.