

Art Museum Hop



Craig Roland

Art museum sites can be rich sources of knowledge and learning for teachers and students in the classroom. In addition to online access to their collections, many museum sites offer interactive learning games, teacher guides, lesson plans, podcasts, videos, and more. Here are six museum sites with something new to offer.

ArtBabble artbabble.org

ArtBabble is an art video-sharing site, created by the Indianapolis Museum of Art, that features videos from a variety of sources such as the Museum of Modern Art, the Smithsonian American Art Museum, and the PBS series Art:21. The quality of the art content on this site is exceptional and promises to grow in scope. Each video includes accompanying notes that provide additional material. By signing up for an ArtBabble account, you can store selected videos for later viewing in the classroom.

Artsconnected artsconnected.org

The recently relaunched ArtsConnectEd allows you to search over 100,000 resources in the collections of the Walker Art Center and Minneapolis Institute of Arts using Art Finder, including works of art, texts,

audio, video, and interactive resources. You can then save, arrange in sets, and customize items using the Art Collector; plus comment on, tag,

and rate everything. Art Collector Sets are assigned a URL, making them easily available for online viewing in the classroom. They can also be presented offline using PDF software. A great resource for art teachers!

Click! Photography Changes Everything click.si.edu

Sponsored by the Smithsonian Photography Initiative, Click! Photography Changes Everything is a collection of essays and stories submitted by invited contributors and Web visitors showing how photography shapes our culture and our lives. The site is organized around six themes that illustrate how photography changes who we are, what we do, what we see, where we go, what we want and what we remember. High-school photography teachers will find this site especially informative, but should preview the content to determine whether it's suitable for their students.

Curious Corner

www.artic.edu/aic/education/CC

The Art Institute of Chicago designed Curious Corner for children (ages 3–12), their friends, and families. It consists of three sets of interactive art games that involve children in exploring and learning about world art, looking closely at artworks, and connecting their own personal experiences with artworks. The site is easy to navigate through and is especially suitable for young learners.

Discover Design

designmuseum.org/discoverdesign

Discover Design, from the Design Museum in London, consists of four sections that explore different aspects that designers have to consider when designing a new product; namely, appearance, materials, function or purpose, and impact. While developed to help prepare students for a visit to the museum, this interactive resource can also be used to stimulate critical and creative approaches to design education in the classroom. Notes for Teachers are included.

Waltee's Quest: The Case of the Lost Art

www.walteesquest.com

Waltee's Quest: The Case of the Lost Art is an online interactive adventure game for children, ages 5–12, and their families from the Walters Art Museum in Baltimore. Participants help Waltee, the museum's mascot, search for missing artifacts in seven imaginary spaces and return them to their rightful place in a virtual museum exhibition. Kids learn about the various artifacts while playing by reading the object narratives in Walteepedia, a virtual book and database. Certificates are awarded to those who complete the game and are displayed on Waltee's Wall of Heroes. Young learners may need some guidance to get started. 🐉

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