**To the Artist!**

To the artist, you can look at objects in two ways. Which one do you think is the more imagination? Which one is the more reality? Then you can decide which one you like, or like both of them. Don’t forget to answer the questions on the next page.

**To the Artist!**

Find another work of art that tells an imaginative story. Then look for two talking heads.

**To the Artist!**

What is the problem that the artist is trying to solve? What is the artist trying to say? Why do you think the artist decided to do what they did? Why did they choose the colors and materials they did? Why did they say what they said?

**To the Artist!**

Where are the talking heads? What are they talking about? What are they feeling? What is their relationship to each other? What is the purpose of the talking heads? What is the message they are trying to convey?

**To the Artist!**

What are the talking heads talking about? How do you think the artist made the talking heads? Why did they choose to make the talking heads? What is the purpose of the talking heads? What is the message they are trying to convey?

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Here are some suggested art projects to do at home. Like some of the Biennial artists, work together with a group of your friends to make some or all of these art projects.

**FUN AT HOME**

**INCREDEIBLE INSTRUMENT**

**WHAT YOU’LL NEED:**
- Aluminum foil, pencils, paper, and your friends.

**WHAT TO DO:**
1. **Talking heads** with your group of friends: Draw a large sheet of aluminum foil for each person.
2. Put the sheet of foil over your face starting at the top of your head.
3. Make a mask of your face by gently pressing your fingers over your nose, eyes, mouth, cheeks, and chin.
4. Take the foil off carefully and use a pencil to pull holes for your eyes, nose, and mouth. If you are cutting out your costume and stick it together with strong, wide tape. If you use a large paper bag, cut out holes for your head and arms.

**CRAZY COSTUME**

**WHAT YOU’LL NEED:**
- Altered musical instrument, costume, talking head masks, and sound tools.

**WHAT TO DO:**
1. USE your drawing on the other side of this guide to make your own costume. How big is your instrument? Will it be small or very large? Tall or wide? Covered in velvet, flames, or ibis?
2. Break the parts of your instrument on a piece of cardboard. Use an adult to help you out if you need it. Add sound effects or details to your costume.
3. Add sound to your instrument. You can use sound for your instrument, and add sound inside it as well. Use pencils, paper bags, paper, and other everyday things that make sound.

**TALKING HEADS**

**WHAT YOU’LL NEED:**
- Altered musical instrument, costume, talking head masks, and sound tools.

**WHAT TO DO:**
1. USE your drawing on the other side of this guide to make your own costume. How big is your instrument? Will it be small or very large? Tall or wide? Covered in velvet, flames, or ibis?
2. Break the parts of your instrument on a piece of cardboard. Use an adult to help you out if you need it. Add sound effects or details to your costume.
3. Add sound to your instrument. You can use sound for your instrument, and add sound inside it as well. Use pencils, paper bags, paper, and other everyday things that make sound.

**PERFORMANCE**

**WHAT YOU’LL NEED:**
- Altered instrument, costumes, talking head masks, and sound tools.

**WHAT TO DO:**
1. **Talking heads** with your group of friends: Draw a large sheet of aluminum foil for each person.
2. Put the sheet of foil over your face starting at the top of your head.
3. Make a mask of your face by gently pressing your fingers over your nose, eyes, mouth, cheeks, and chin.
4. Take the foil off carefully and use a pencil to pull holes for your eyes, nose, and mouth. If you are cutting out your costume and stick it together with strong, wide tape. If you use a large paper bag, cut out holes for your head and arms.

**ARTIFACTS, MACHINES**

A type of computer science that explores how to make computers behave and think like humans.

**SCULPTURE**

A three-dimensional, or 3-D, work of art, unlike paintings and drawings, which are usually flat or two-dimensional.

**INSTRUMENT**

A line, shape, or object that goes straight up and down, like the legs of a table.

**VERTICAL**

A line, shape, or object that goes from right to left or left to right, like a table top.

**HORIZONTAL**

A line, shape, or object that goes from right to left in a straight line, like a straight line of text.

**BENDING, CURVING**

A type of computer science that explores how to bend and twist objects.