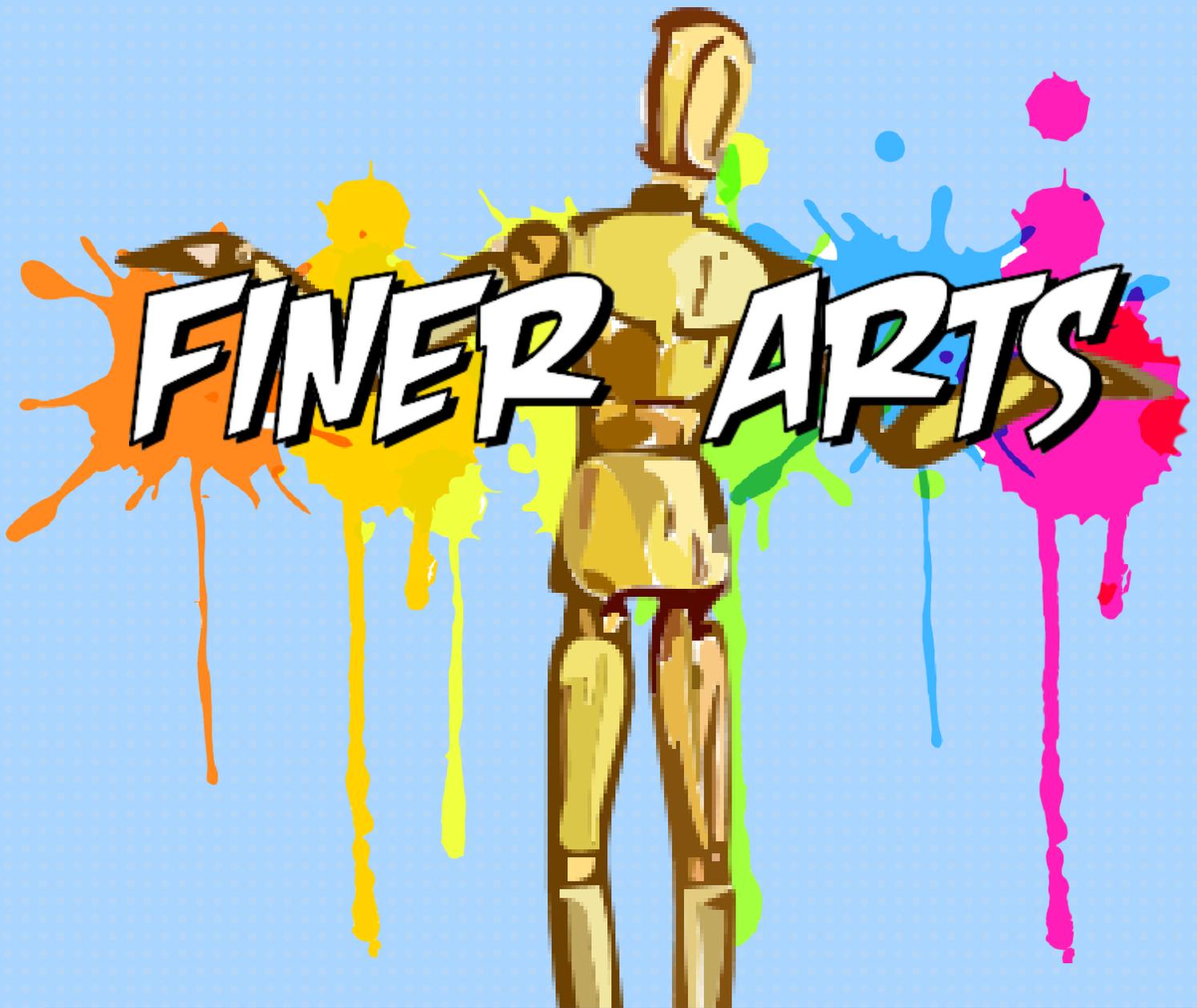


PROGRAMBROCHURE



ENRICHMENT | ART | FUN

WELCOME TO THE FINER ARTS STUDIO!

Arts and Humanities Enrichment That Delivers Joy and Heart

Who We Are ...

Finer Arts is an educational enrichment provider that specializes in supplying Pre-K and School Age children with Humanities and traditional fine arts programs. Our curriculum fosters critical thinking, creativity and cooperative discussion through after school workshops, assemblies and other special events through interactive play and imaginative projects.

What We Do ...

When Finer Arts arrives, your classroom becomes our studio - games, artistic projects, interactive storytelling and demonstrations. Our aim is to prepare students with a lifelong thirst for critical analysis, fine arts appreciation and creative, cooperative interaction through engaging learning that carefully implements vocational training, goal setting and artistic community development.

PROGRAMS AND WORKSHOPS

Workshops | Assemblies | After School Programs | Special Events

After School Programs and Special Workshops:

Finer Arts transforms your learning space into cooperative learning community each session. Our signature six-week programs feature dynamic activities designed to arrest student engagement and foster a deeper appreciation for visual expression, performance, discussion, creative play and storytelling.

Assembly Performances:

Finer Arts provides high-energy, entertaining assembly programs focusing on one or several traditional fine arts or Humanities based concepts. Each program runs between 45-60 minutes and accommodates up to 300 audience members in any appropriate venue.

SOMETHING AWESOME RIGHT NOW

Improvvisational Performing Arts | Middle School | 6-12 Sessions (60-75 min)

No Script? No Problem! This program equips students with fundamentals of improvisational theater and storytelling in a cooperative, team-based environment. Each week, Finer Artists will acquire new guidelines for performing improv drama to improve their imaginations, verbal communication and cooperative discussion skills.



- **Honesty is the Best Policy** - What's the difference between improv comedy and conventional performance? How do actors "tune" their brain to creative wavelengths? This session teaches students that regardless experience level, anyone can acquire improv acting skills.
- **Affirmative Acting** - In this session, students learn the value of storytelling moment-by-moment in improv comedy through cooperative building and agreement. Finer Artists will tell a fractured fairytale and interview a three headed monster to learn why mutual support can always yield hilarious results.
- **A Piece of the Action** - If a picture is worth a thousand words, than this session helps student performers say millions of lines without ever opening their mouths. Students explore hidden temples, star in their own disaster movie and share photos from their family vacations to learn the power of movement and action in improv performance.
- **It Takes Two** - Improv requires mutual trust and coordination to insure success. In this session, Finer Artists combine previous lessons to learn how building a scene requires everyone's contributions. Students will transform into human sized puppets, create ancient artifacts from buckets and sticks and take a tour of early civilizations to learn the value of collaboration in performance.
- **Shake Things Up** - In this session, students learn that conflict and obstacles are the hallmarks of great performance. Teams will acquire the necessary skills to infuse their performances with tension, suspense and surprises by taking a driving test with a werewolf, visiting an imitation shop and conducting interviews backwards.
- **Fail Safe** - Perhaps one of the most important lessons students can acquire is the inevitability of failure in creative endeavor. This session enhances each student's confidence as they learn how to embrace and use failure in the art of improv. Activities include three second scenes, disaster movies and tag team superheroes.



ON WITH THE SHOW

Interactive Drama | Grade School | 6 Sessions (60-75 min)

We're Broadway bound, *Finer Artists!* *Finer Arts* gets you in the drama groove by introducing students to the most fun fundamentals of theater and performance. Each session helps students express feeling ideas and even experiences with structured dramatic play or theater crafts. Students even create and share their discoveries through performance mediums.

- **Masters of Disguise** - In this session, students learn and interact with the history and application of masks in the dramatic arts. Students participate in a Japanese Noh Drama scenario, match the Commedia del Arte mask to the appropriate role and even use motion masks to tell interactive stories. The studio culminates in students painting their own carnival mask for at-home play.
- **Clowning Around** - *Finer Arts* gets silly! Students learn the traditional Commedia del Arte roles and stances to produce a brief scenario before developing their own clown makeup persona. This session also features plenty of silly and wacky games designed to cultivate creative expression.
- **Backstage Pass** - Participants get a one-of-a-kind tour through the technical theater arts and crafts - makeup, lighting, sound, costume, hand properties. Demonstrations include breaking edible sugar glass, discovering how lighting design conveys mood and emotion and using latex materials to create an open wound!
- **Puppet Masters** - Here, students will discover and use a myriad of puppet materials, including the traditional (marionette) and everyday (clothespins) to tell interactive and personal stories. Each student will create their own puppet for a special dramatic activity during and after the studio!
- **The Silent Treatment** - No voice? No problem! This studio allows students to learn and practice the art of pantomime in a variety of structured scenarios. Participants use slapstick hands, slow motion and even musical underscore to help their dramatic creations come to life.
- **Lights, Camera, Action!** - Roll film, *Finer Artists!* Our regular studio transforms into a film studio as students learn about the art and craft of feature film production! Topics include storyboards, special effects and film photography as students edit their own one minute fairy tale!



FOR ARTS SAKE

Applied Visual Arts | Grade School | 6 Sessions (60-75 min)

Grab your palettes and wash your smocks, Finer Artists! Finer Arts tours the foundational principles of visual art - line, shape, color, texture, space, emphasis - with lessons designed to captivate lifelong learning. Topics cover a range of historical, practical and creative ideas; each session provides students with the chance to create their own take-home project!



- **From My Perspective (“Line”)** - Students study the history of perspective drawing and optical illusions by devising projects from a bevy of strange and creative vantages! Participants will learn to draw their own name in perspective blocks in addition to mastering the angles of folded images.
- **Color Me Creative (“Color”)** - Participants will learn about the early Impressionist movement and Pointillism by reflecting rainbows and tracing shadows. The studio culminates in developing a “dot-scape” color wheel and Pointillism Greeting Card!
- **Good Form (“Shape”)** - What are the secrets of master sculpture? Who are the most famous sculptors in history? Finer Artists learn the principle of shape through paper, tin foil and geometric shapes prior to devising their own plaster cast balloon statue.
- **Toon In (“Space”)** - Students learn the history of cartoons and animation starting with an interactive activity in hieroglyphics. After, participants learn how simple lines are used to simulate direction, movement and even complex thoughts on the comics page! Each student will take home an animation cell featuring their own cartoon character.
- **Lost and Found (“Texture”)** What can be more exciting than discovering interactive and found space art in your own community. Finer Arts helps students learn the ways dynamic art can change our everyday landscape - graffiti, edible art, interactive installations. The studio climaxes with the creation of a found object wind chime!
- **A Word from Our Sponsor (“Emphasis”)** - How does advertising and mass media marketing grab our attention? This studio teaches students the ways that advertising uses the principles of art to make us feel and think certain ways. Demonstrations include tricks and tactics of commercials, dynamic typography and the chance for students to devise their own commercial!



FROM BEYOND: EXPLORING SCIENCE FICTION FANTASY

Interactive Language Arts and Humanities | Grade School - Middle School | 6 Sessions (60-75 min)

Sharpen your laser cutlasses, wind-up those aero-ships and crank your cosmic warp rider to maximum velocity, *Finer Artists!* From Beyond teaches students about the foundational tropes of Science Fiction with activities in Drama, Visual Arts, Language Arts and Social Studies. Each session concludes with students creating their own take-home materials so they can continue learning beyond the studio.

- **Robots ... From Beyond!** This session begins with students learning about the history of robots and androids by dissecting a robot in an interactive storytelling experience! Students will then have the chance to teach an android how to fold laundry ... without activating his lasers before learning about the tropes of robots in science fiction in a competitive coding game, Each student will create their own interchangeable pool noodle robot.
- **Space Aliens ... From Beyond!** - Students will learn about the history of space creatures in film, television and popular media by sharing an interactive story on an illuminated box stage! After escaping from an air lock and laser maze, students will have the chance to make their own imaginative laser sword for take-home play.
- **Giant Monsters ... From Beyond!** Are you ready for monster sized challenges? Can you swing a tail like a sixty-foot lizard? Can you bowl a perfect game in fish monster flippers? In addition to dramatic play, students will learn about the history of atomic monsters, scale models and even create their own slime blob!
- **Horrors ... From Beyond!** This session introduces students to the folklore and mass media surrounding creatures of horror like vampires, zombies and even Frankenstein's monster! Students will learn about special effects like zombie bites, drink edible blood and galvanize their own crafts for at-home play.
- **Superheroes ... From Beyond!** - Welcome to *Finer Arts'* Superhero Training Academy! In this session, students learn about the vocabulary of super stories - alliteration, onomatopoeia, simile - through devising and developing their heroic persona. Students will create living comics pages, escape deathtraps and even decorate their own cape to preserve their secret identity.
- **Steampunk ... From Beyond!** - Lady Periwinkle Buttercookie's Veloso-Blimp has crashed! Can the crew of the *Finer Art* studio evade the steam gremlins and save the hostages from Mad Mab McQueen and Doctor Feldspar Spivey! This session of *Finer Arts* features a session long "escape the room" scenario where students work in teams to cooperatively overcome a series of challenges while learning about the tropes and elements of Steam and Diesel Punk Narratives.



FANTASTIC PASSAGES: A JOURNEY THROUGH FANTASY

Interactive Language Arts and Humanities | Grade School - Middle School | 6 Sessions (60-75 min)

Magical places, creatures and heroes abound in this series of programs using storytelling, visual art, games and dramatic play to share sacred folk tales and legends from around the world. Each studio features a chance to experience diverse cultures and stories from discrete times and people and culminates in every student taking home materials to share their own story.



- **A Journey to Sacred Places** - After walking in the footprints of ancestors, students will take on the role of fantastical cartographers as they create their own fantasy map! Teams will build castles from newspaper before escaping the Minotaur's maze in an interactive dexterity game! This session culminates in a craft designed to let children turn their own home into a thin or "sacred" place.
- **A Journey with Sacred Objects** - Whether wielding an enchanted weapon, waving a magical wand or destroying a cursed crown, participants will learn the value and ideas surrounding the myriad sacred objects found in world literature. This session features interactive games and performances designed to compel students to find whimsy and magic in everyday materials. The session concludes with each student making their own Indian story stones.
- **A Journey with Fairies and Tricksters** - Create and translate your Changeling name with the spirits of the green in this fantastical studio. Play "unfair" games with fairies and other malevolent spirits and learn about the history of the forest's enchanted creatures. This session culminates with students creating their own Faery Stone for take-home play.
- **A Journey with Witches and Wizards** - Baba Yaga, Merlin and other well known magical practitioners visit the studio to enchant and even curse students in a variety of games and performances. After uncovering a witch's secret plot, the students end the session by building their own magic wand.
- **A Journey to Dragons** - Travel to Egypt, China and the Netherlands to hear age old tales of Dragons, including history and origins. Play a human sized game of "Feed the Dragon" before telling an interactive story by sorting through the contents of a dragon's stomach. This session concludes with each student creating their own dragon egg for at-home play.
- **A Journey as Heroines and Heroes** - Every epic tale needs an even more epic heroes. Learn what it takes to slay dragons, rescue noble hostages and outwit diabolical creatures in a series of games, dramatic performances and other interactive challenges. Match the hero to the appropriate quest before saving the kingdom and crafting your own crown and crest.



TOMORROWS ARTISTS TODAY

Interactive Design, Visual and Performing Arts | Ages 2-5 | 6 Sessions (60-75 min)

Specially Designed for Pre-K students and younger, this program introduces participants to the foundational performing and visual arts through sensory exploration and imaginative play. Each session allows itty bitty artists to learn and share big ideas about the world around them through artistic projects, performances and crafts!

- **I See with My Eyes (Visual Arts)** - Little Artists get an eyeful in this session as they learn about the history and principles of classical art. Students will draw their own epic scenery upside down just like Michelangelo before designing their own Emoji Cup to discover the capacity of visual art in conveying feelings. The workshop concludes with Finer Artists creating their own project made from recycled materials.
- **I Touch with My Hands (Fashion)** - Climb up on the catwalk, Finer Artists! This session shares the foundational ideas and purpose of fashion design. Students will decipher the differences between ectomorphs, endomorphs and mesomorphs by dressing stuffed animals for the runway. After, students trace and design their own couture garments before taking a tour through the history of accessories and fabric textures. The session concludes with participants constructing their own hat.
- **I Hear with My Ears (Symphonic Music)** - Little Finer Artists learn about big sounds in this session that explores rhythm, volume and vibration to teach students about instruments, orchestration and composition. Participants play a game of "Stop Light" using bell bracelets to distinguish between forte and pianoforte before creating their own kitchen instruments. The session culminates in a silly bumblebee symphony that fosters an appreciation for musical collaboration.
- **I Move with My Feet (Movement and Dance)** - It's "Tap Foot Fun" this session, Finer Artists when students learn about the expression and meaning of classical and modern dance. After playing a game using only primary ballet positions, students tell each other fairytales using only scarfs, music and movement. The workshop ends with participants creating their own dance step diagram.
- **I Speak with My Voice (Drama)** - All the world's a stage in this session as Little Artists learn about stage properties, masks and the parts of a contemporary theater. After playing a game of four square using stage cues, students will learn about play structure by selecting and performing events from a hat before using masks and hand properties to transform their performance space. This session ends with each student creating their own mask for home exploration.
- **I Taste with My Tongue (Culinary Arts)** - In this session, students learn to turn food into art and the art of food. After creating jewelry with breakfast cereal, student will create edible water beads and slime before designing their own five course extravaganza! Note: this session guarantees a nut and corn free zone for the benefit of our allergic participants.



EVERYTHING HAS A STORY TO TELL

Interactive Language Arts and Humanities | Ages 2-5 | 6 Sessions (60-75 min)

Everything has a story to tell - everything! This program shares stories from around the world with Junior Finer Artists to enhance empathic awareness, develop gross and fine motors skills and introduce students to the joy and importance of narrative as a means of personal expression. Students listen, respond and create stories through games, drama and visual art activities. Each session provides students with their own take home activity to continue learning outside the studio.

- **Animals Have a Story to Tell:** Using the lessons and narratives of Aesop's Fables, students hop, crawl and bounce their way through stories that share skills in recognizing emotions through bodily movement. The session concludes with each student constructing their own tale to tell tales of their adventures in Aesop's Fables.
- **Monsters Have a Story to Tell:** Dragons! Giants! Witches! They're not all bad, at least in this session where children explore stories that share the brighter side of fantasy monsters through games and dramatic play. The class concludes with each child devising their own monster mask for at home play.
- **Clothes Have a Story to Tell:** From enchanted hats to magical crowns, this program induces children to role play through dramatic scenarios and storytelling. Students learn to boost their confidence and express their self-worth with an array of infectious activities. The session ends when each student decorates their own crown for further learning at home.
- **The Sun, Moon and Stars Have a Story to Tell:** Students engage with tales of ancient astrology and mythology by engaging in games, cooperative puzzle scenarios and storytelling. The session uses the "music of the spheres" to explore emotional regulation and healthful coping through creative play. Students conclude the session by devising their own constellation for at home reflection.
- **The Seasons Have a Story to Tell:** Just as winter, spring, summer and fall come and go, so do our good days and our bad days. In this session, students hear and create stories about the passing of the seasons to explore themes of persistence and patience. The class ends with students create their own UV bead bracelet.
- **The Trees and Flowers Have a Story to Tell:** Using fables from around the world, students engage with healthful lifestyle choices through dramatic improvisational play and cooperative games to develop wellness skills. Students pretend to be flowers, trees and other flora as they grow bigger, stronger and healthier in a series of interactive experiences. Each student receives seeds for planting and nurturing for at home development.



SUMMER CAMPS AND SCHOOL WORKSHOPS

Interactive Design, Visual and Performing Arts | Ages 2-5 | 6 Sessions (60-75 min)

Summer Camps:

- **Fantastic Fables in a Flash: 3 ... 2 ... 1 ... Curtain up! On your mark, finer artists! This program supplies a half day camp that goes from zero to performance in just one week. Students adapt, stage, rehearse and perform their own fractured fairy tales by applying principles of dramatic play and improvisation to supply a production for your community in no time flat! Students will also hone their cooperative learning, critical thinking and creative skills to overcome the challenges of production as they work together to provide a memorable production!**
- **Imagination Running Riot: In just a few days, students will learn and apply the hallmarks of art history into an exhibition for your campus, community and family. Each day, students engage with fundamentals of artistic expression in a series of activities that enhances creativity and personal expression while equipping students with the histories of painting, sculpture and drawing. The camp session concludes with a public exhibition where each student serves as a tour guide of their own contributions.**



A Day to Create:

A Day to Create is a school wide event that invites your entire campus to experience interactive learning with a customized set of arts and humanities based principles over a single day. Each A Day to Create Workshop starts with a high energy, campus wide assembly followed by multiple hands-on workshops aligned with national and State Arts and Humanities Standards. Finer Arts provides all the materials for your campus' learning and entertainment. Each workshop consists of interactive individual and group activities, including demonstrations administered by our highly trained staff. Your campus becomes our studio when we provide you with lessons and activities curated to your campus' needs.



SPECIAL EVENTS

Invite Finer Arts to your Next Birthday, Community Event or School Assembly

Assembly Programs:



- **Facts of Fiction - More than Just Stories** - This assembly program shares the origins of popular myths and legends through dramatic clowning, audience interaction and creative demonstrations. The story of Icarus comes to life with ... ping pong balls and a hair dryer. Participants learn the do's and don'ts of magical enchantment ... with a rubber chicken. Don't miss the finale as performers walk across a bed of mouse traps in Achilles' soft heels. This presentation uses silly, wacky and wonderful moments to foster an appreciation for fantastical and "out of this world" stories.
- **I've Made a Monster** - In one hour or less, the Fine Artist before you will turn into a monster! Perfect for spooky occasions, this assembly program uses costume drama, demonstrations and audience participants to share stories of creatures from around the world through interactive entertainment. With each monstrous change - dragon's tongue, minotaur's horns, vampire's teeth - the Finer Artist shares tales ideal for all audiences.
- **All the Stage is My World** - This Master Thespian has a problem; his masterpiece is out of order. Every assembly program is a new semi-improvisational performance using clowning, magic and pantomime to share the foundational principles of drama and theater. Funny, interactive and guaranteed to offer a new experience every presentation.

Birthday Parties:



- **Escape the Space Wizard's Tower** - Our party brings an "Escape the Room" Scenario to your home in this puzzle solving, entertaining adventure where guests learn about the tropes of science fiction fantasy while collaborating and cooperating in a dynamic, fun atmosphere. Each guest will construct their own treasure as a memento of their foray through the Wizard's lair.
- **Backyard Art** - Guests and parents will love creating visual and culinary arts in unexpected and wacky ways as your Finer Artists teaches participants about found and everyday artistic expressions. Guests create and take home their own compositions to commemorate the occasion.

EDUCATIONAL STANDARDS AND LEARNING OBJECTIVES

Finer Arts Conforms to National and State Arts and Humanities Standards

Visual Arts Standards:

Visual Art History and Culture ("Responding") - Students will explore the origins, experience and purpose of art from around the world, including an analysis of early artistic expressions, folk art and the technical evolution of visual expression

Language of Visual Art ("Presenting") - Participants will discuss and replicate the causal relationship between creating art in a visual medium and receiving responses through emotional and intellectual observations

Visual Art Expression ("Creating") - Finer Arts provides students with the learning and materials to express themselves in a myriad of visual mediums; we place special emphasis on transforming everyday materials into modes of artistic expression to encourage creative development outside our studio

Visual Art Appreciation ("Connecting") - Finer Arts supplies the conditions that allow students to question the fundamentals of artistic technique and process. Each session provides participants with structured reflection and discussion to foster critical, analytical skills

National Core Arts Standards - Theater:

Generate and Conceptualize Creative Ideas ("Create") - Finer Arts features opportunities for students to modify or devise dramatic scenarios through games, plays and storytelling; sessions encourage students to adopt discrete roles for performance

Select, Analyze and Interpret Artistic Work ("Performing") - Students will demonstrate understanding of empathic roles through the alteration of dialogue, interactive storytelling and developing physical expressions of emotions, concepts and ideas in a structured performance

Perceive and Analyze Artistic Work ("Responding") - Finer Arts supplies guided dramatic experiences featuring ample moments for students to compare, contrast and develop performance in relationship to their personal experiences and ideas

Synthesize and Relate Personal Experience to Works of Art ("Connecting") - Participants will frequently devise and develop roles and narratives through storytelling and performance based on personal values and experiences

Oklahoma College and Career Ready English Language Arts Standards:

Speaking and Listening - Students will engage in mandatory question and answer and free response discussions each week to develop cooperative critical faculties

Vocabulary - Participants will learn and practice vocabulary terms in structured and creative projects using interactive storytelling, cooperative and competitive games and narrative activities

Multimodal Literacies - Through the creation and use of discrete narrative styles - drama, poetry, prose - students will transliterate and adapt stories to an array of textual expressions

Reading process and Writing process - Finer Arts supplies its students with the chance to refine recursive critical processes - argumentation, narrative structure, dynamic word choice - through an array of creative games, projects and cooperative activities

National Council for the Social Studies Standards:

Culture - Finer Arts places a premium on exposing students to discrete and diverse cultures through storytelling, visual art projects and interactive games. Special emphasis is placed on the development or change of cultures and their artistic or narrative expressions over time

People, Places and Environment - Students frequently learn the connection between a identity, environment and history by adopting roles in creative drama, analyzing visual and narrative expression or performing stories through the lens of discrete roles

Individual Development and Identity - Finer Arts fosters a deep appreciation of how personal experience and emotions produce unique or signature artistic expressions through storytelling and dramatic performance

Individuals, Groups and Institutions - Students analyze and interpret ways in which societies limit and free individuals to express themselves in creative and dynamic ways based on values, heritage and history



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