



VIRTUAL INSTRUCTION GUIDE

Workshop: *Exquisite Corpse*

Teaching Artist: Dan Kerr-Hobert

Learn a drawing game inspired by the Surrealist art movement, and explore artworks created by Tarsila do Amaral, Frida Kahlo, Kendario La’Pierre, & Remedios Varo.



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OBJECTIVES:

You will learn:

- the history of the Exquisite Corpse and its context in the Surrealist art movement
- how to explore texture and detail in the context of character design and figure drawing
- how to create art within constraints
- how to teach the Exquisite Corpse drawing game to others

MATERIALS:

- a sheet of paper
- a pen, pencil, or marker
- collaborators (this workshop can be done alone, but works best if you have one or two additional people to draw with you!)
- colored pencils or markers (optional for finishing your creation)



DIFFERENTIATED LEARNING Methods

Instruction is provided in text and video formats, available in both Spanish and English.

You may also work by printing this art-making guide.

YouTube can automatically create closed captions.



Click the [CC] button near the lower right corner of the viewer frame.

Please note: captions are generated by algorithms, so their quality may vary.

Workshop Duration: 25-45 Minutes | ALL LEVELS

A variety of language subtitles are available for each video.



- **Hand-over-hand instruction can be successful in this workshop.**

- **If you cannot draw on the paper yourself, you can act as the director of this project.** Ask a friend or family member to assist you, describing the details of what you want your creation to look like.

- **This game can also be played with cut or torn images.** Using the pages of a magazine or newspaper, you can select images and assemble them (or instruct an assistant to assemble them) on the page. Glue is helpful in this. In this instance, the piece can be made with or without concealing the work from one another. Be sure to preserve the breaking down of the figure into three (or more) parts.



BACKGROUND/RESOURCES

You will be introduced to these artists, art histories, movements and/or concepts:

Collaborative art-making: An art-making technique in which multiple artists contribute to the finished work.

Exquisite Corpse: A Surrealist game in which each participant takes turns writing or drawing on a sheet of paper, folding it to conceal his or her contribution, and then passing it to the next player for a further contribution.

Surrealism: An art movement that began in the late 1910s, inspired by the space in between our waking lives and our dream lives.

Sigmund Freud: A famous psychologist, whose theories about the importance of dreams contributed to the Surrealist art movement.



INSTRUCTION:



Hello! Today, we are all going to be Surrealists.



Gerda Peterich
*Pearl Primus in
African Ceremonial, 1954*



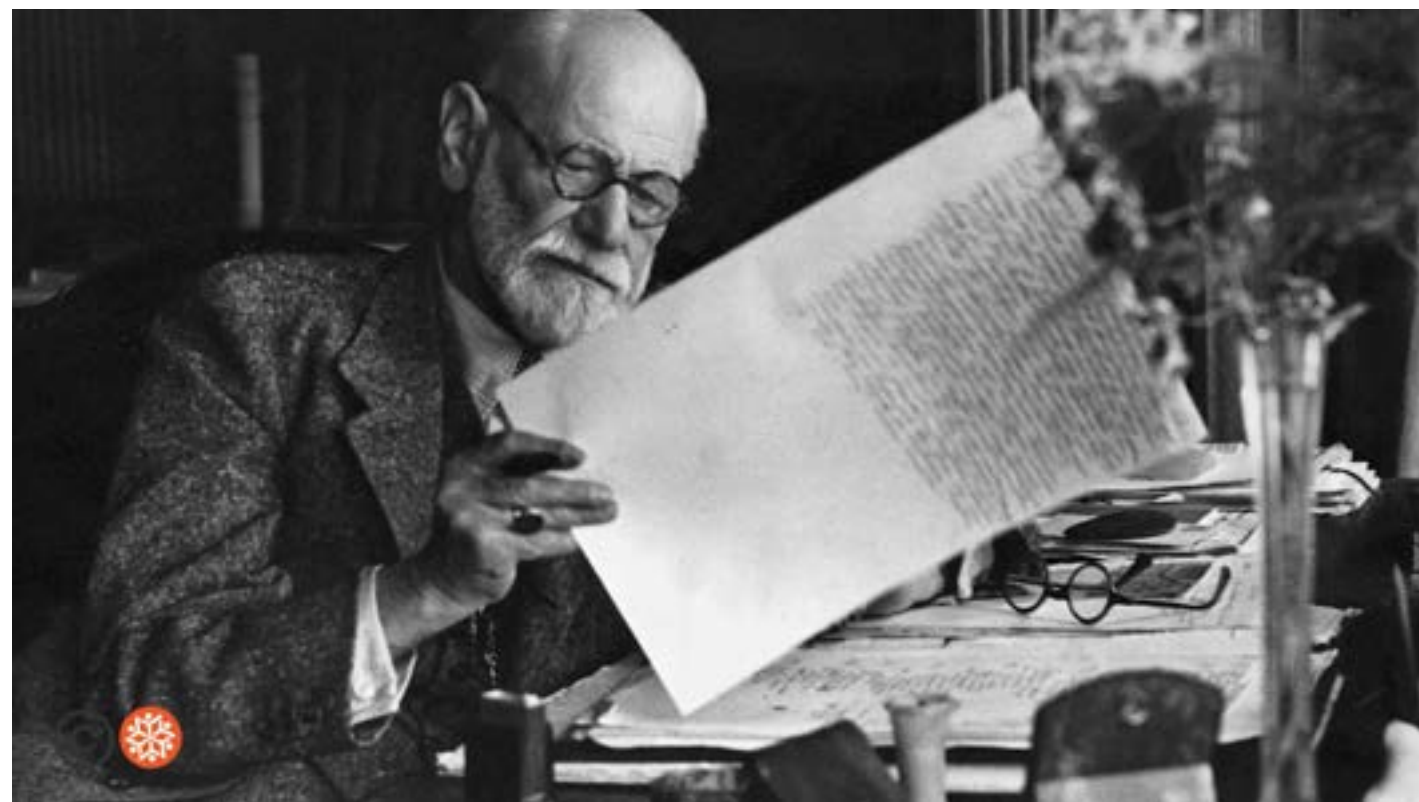
At the turn of the century, there was this group of artists that were called the **Surrealists**, and they were from all different art forms.



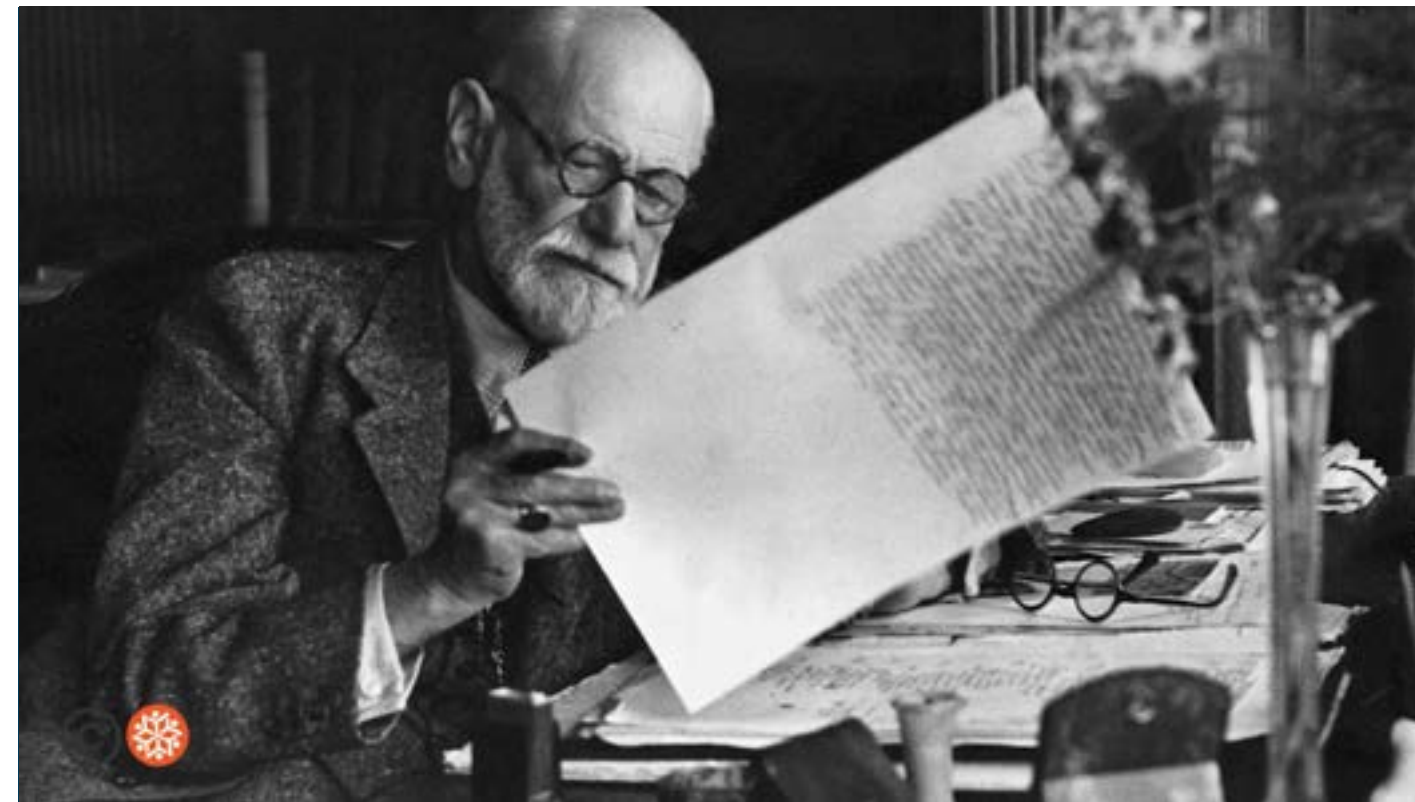
Tarsila do Amaral
Urutu, 1928



They were painters and sculptors, visual artists, writers, filmmakers, and all of these Surrealists were really interested in dreams.



At the time, there was a famous psychologist named **Sigmund Freud**.



Freud had just released some theories about dreams and the importance of dreams.



Frida Kahlo
La Venadita, 1946



Surrealists were inspired to make work about dreams and the space between our waking lives and our dream lives.



INSTRUCTION CONTINUED:



Kendario La Pierre
Autumn of the Mind

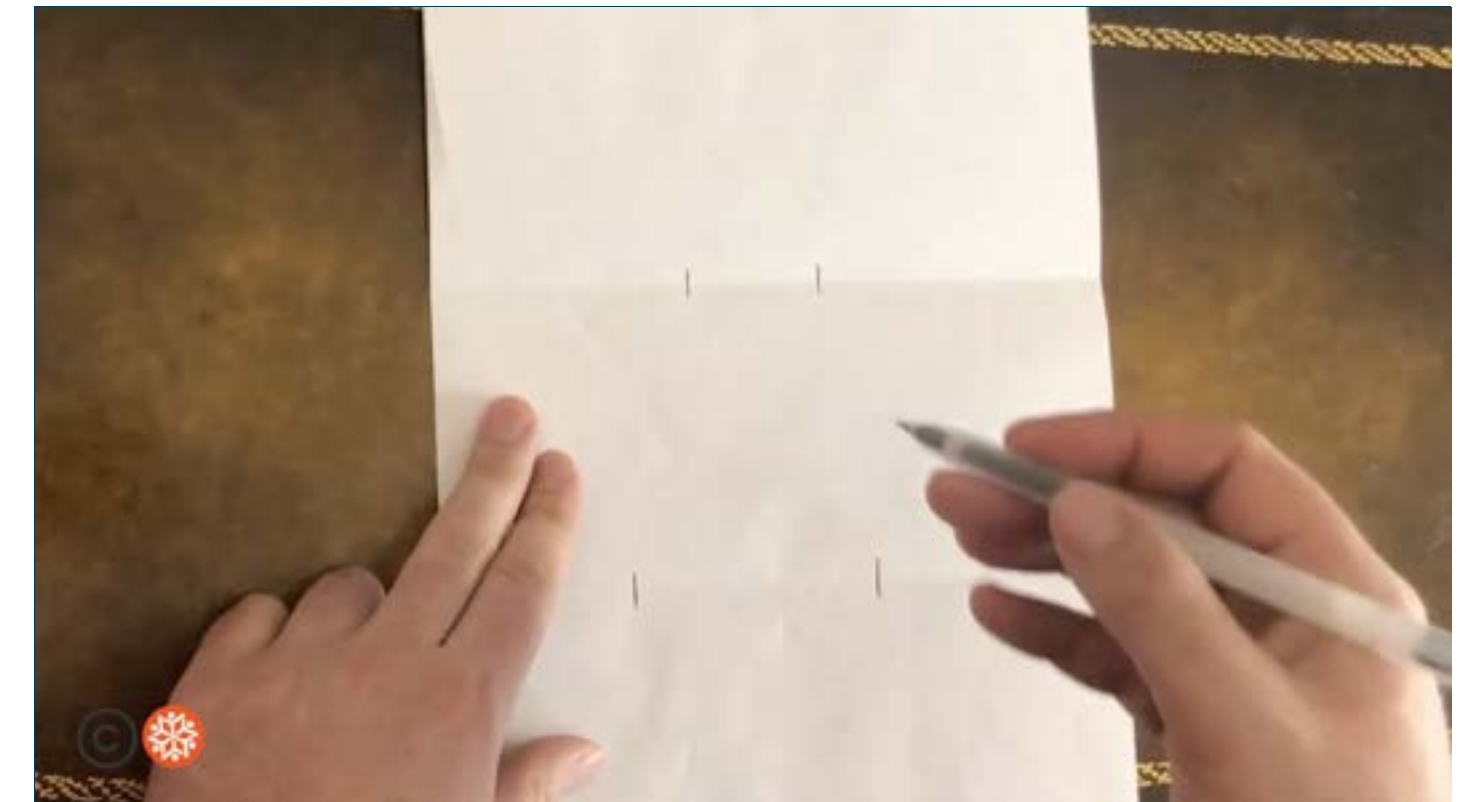


A lot of Surrealists **collaborated** on their work, using creative games to create art.

Today's Project: *Exquisite Corpse*



One of the most famous of these games is called the **Exquisite Corpse**. That's what we will be playing today.



This game can be played with one, two, or three people. Each player will be asked to think about a creature that you have seen, or would see, in a dream.



Let's prepare our materials. We're going to take a piece of paper and fold it into 3 equally divided parts.



To do this, fold one side of your paper about a third of the way to the middle.



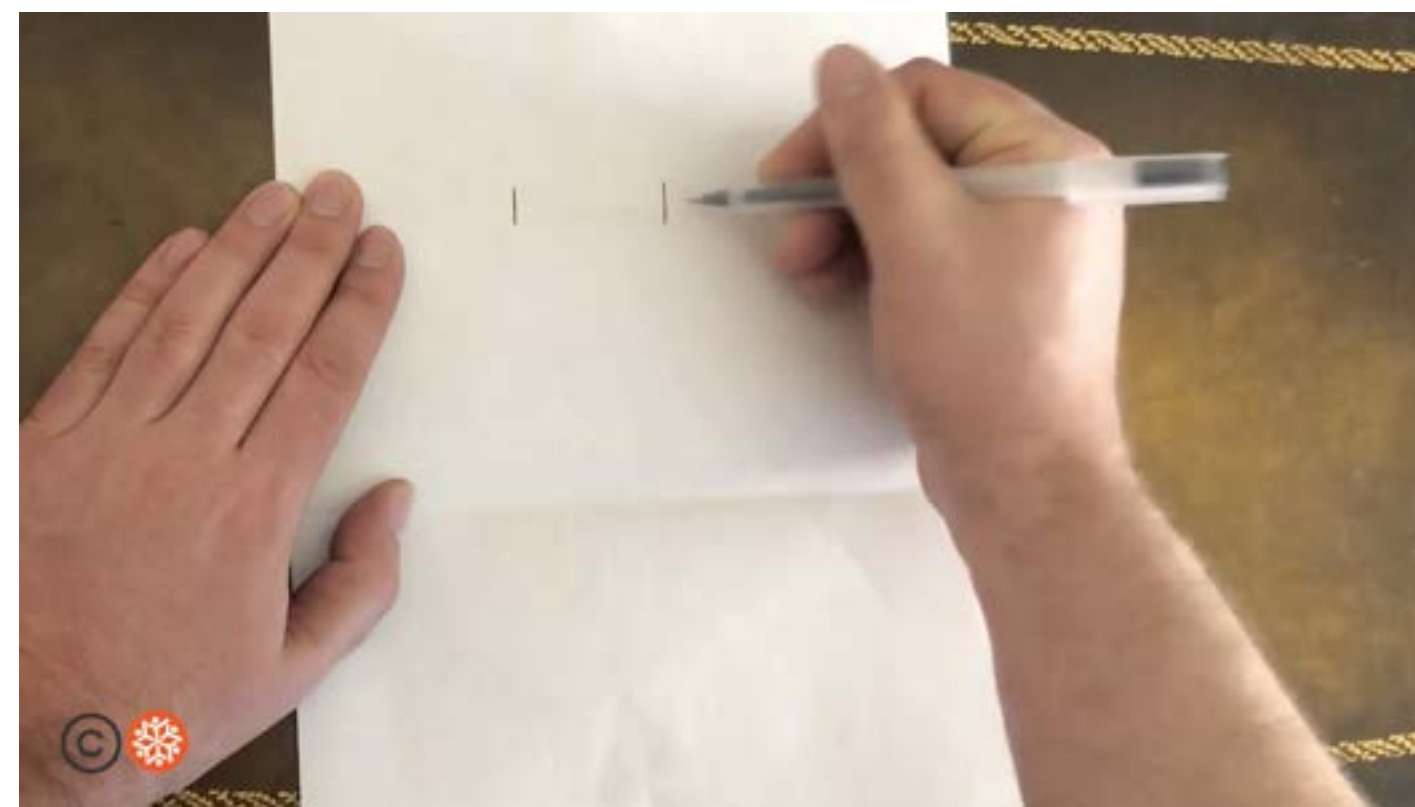
Then, fold the remaining third of the paper towards the middle. Your paper should be folded into a rectangle shape.



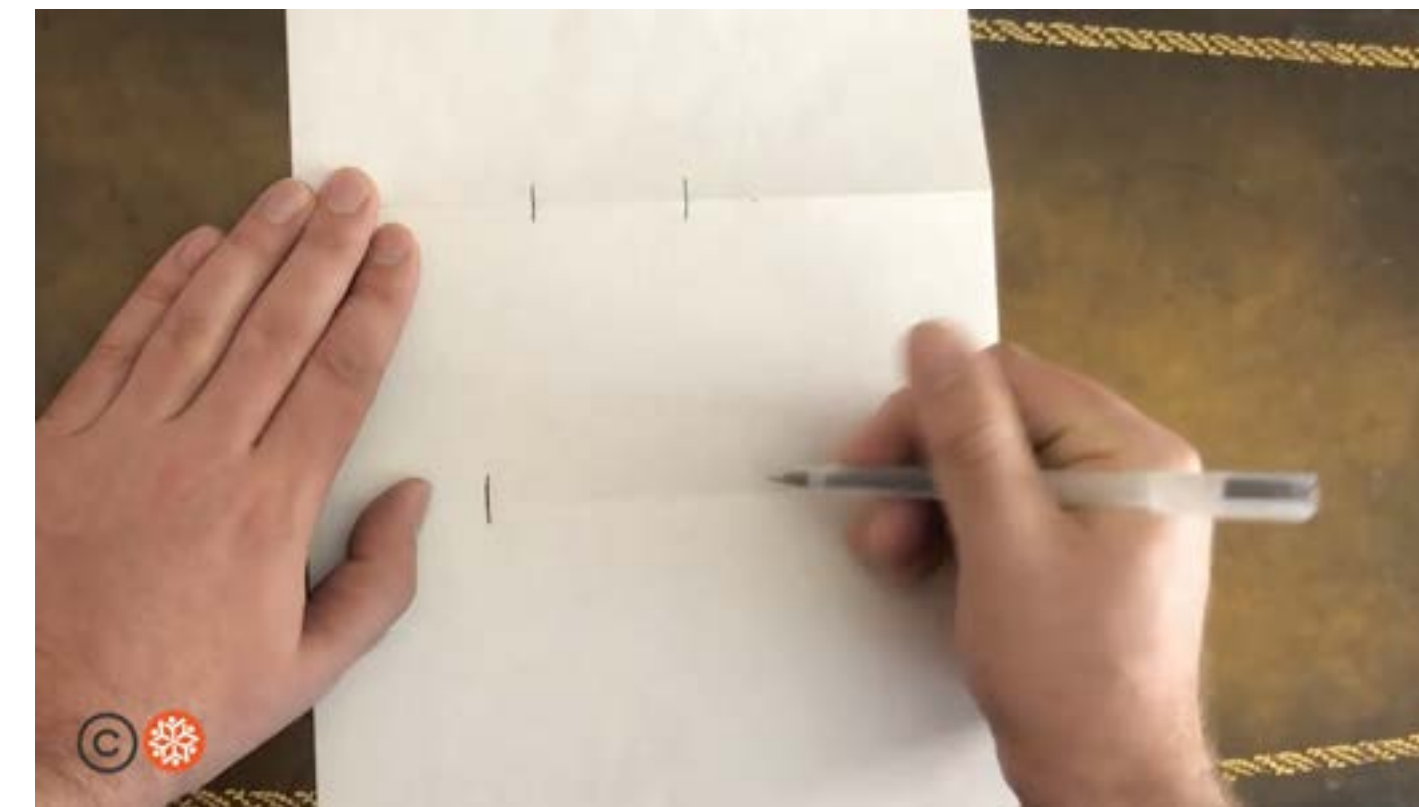
INSTRUCTION CONTINUED:



Now, unfold your paper. You will see that it's now divided by 2 lines, into 3 equal parts.



Hold your paper so that the shorter side is at the top. On the top fold line, use a pen or a pencil to make two short lines. These lines should be about an inch apart, in the middle of the fold line. These will be your neck lines.



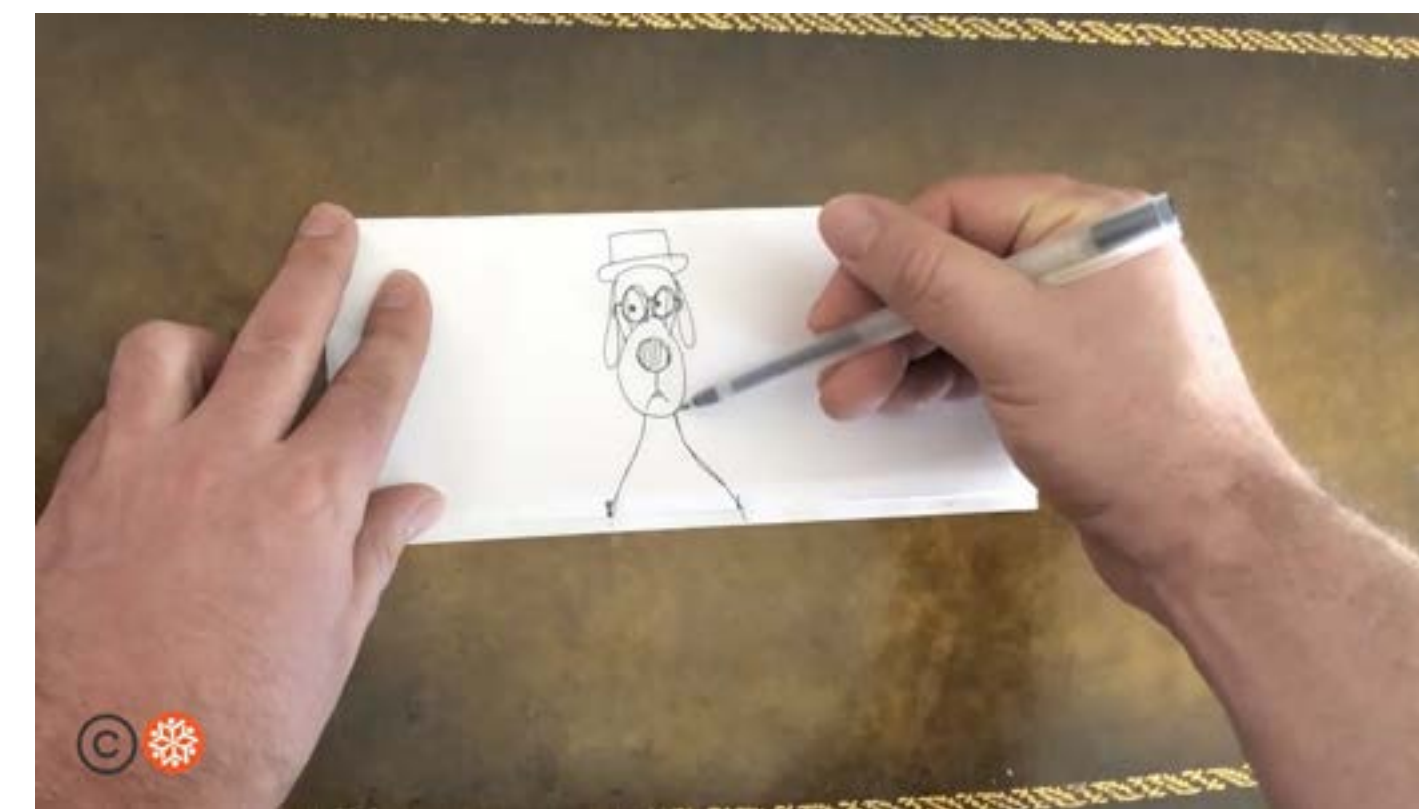
On the second fold line, we are going to the same thing. Only this time, the lines should be further apart—about 3 inches away from each other. These will be your waist lines.



Re-fold your paper into the rectangle shape, by folding along the crease lines.



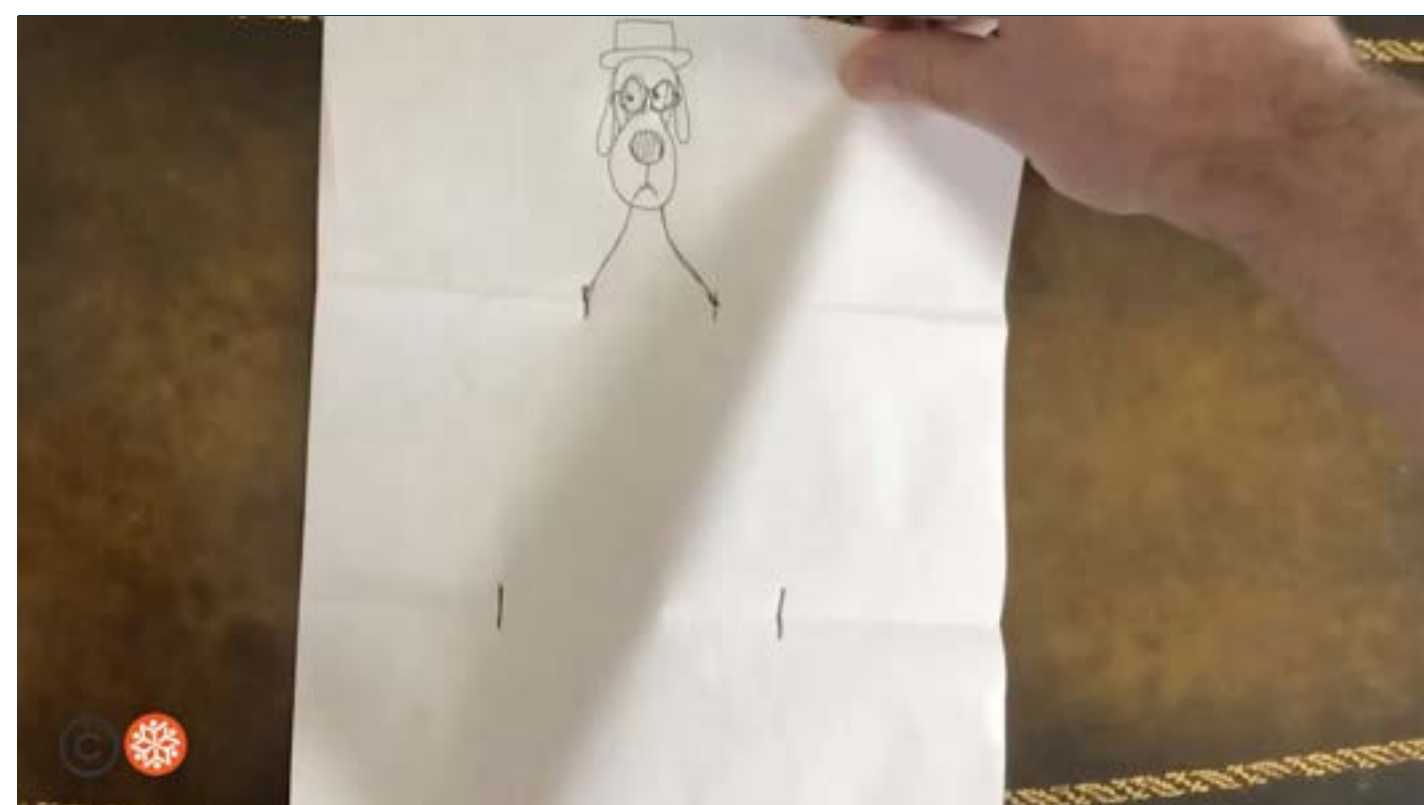
Now, we'll begin the game. As the first player, you will draw the head of our creature. Make sure that your paper is right-side up. The neck lines should be at the bottom of your rectangle.



It's time to draw your creature's head! Your head could be anything you would like it to be. It doesn't have to be a head like any head you've ever seen before. It could be a smiley face, a cat's head, a light bulb, or whatever you saw the last time you dreamed.



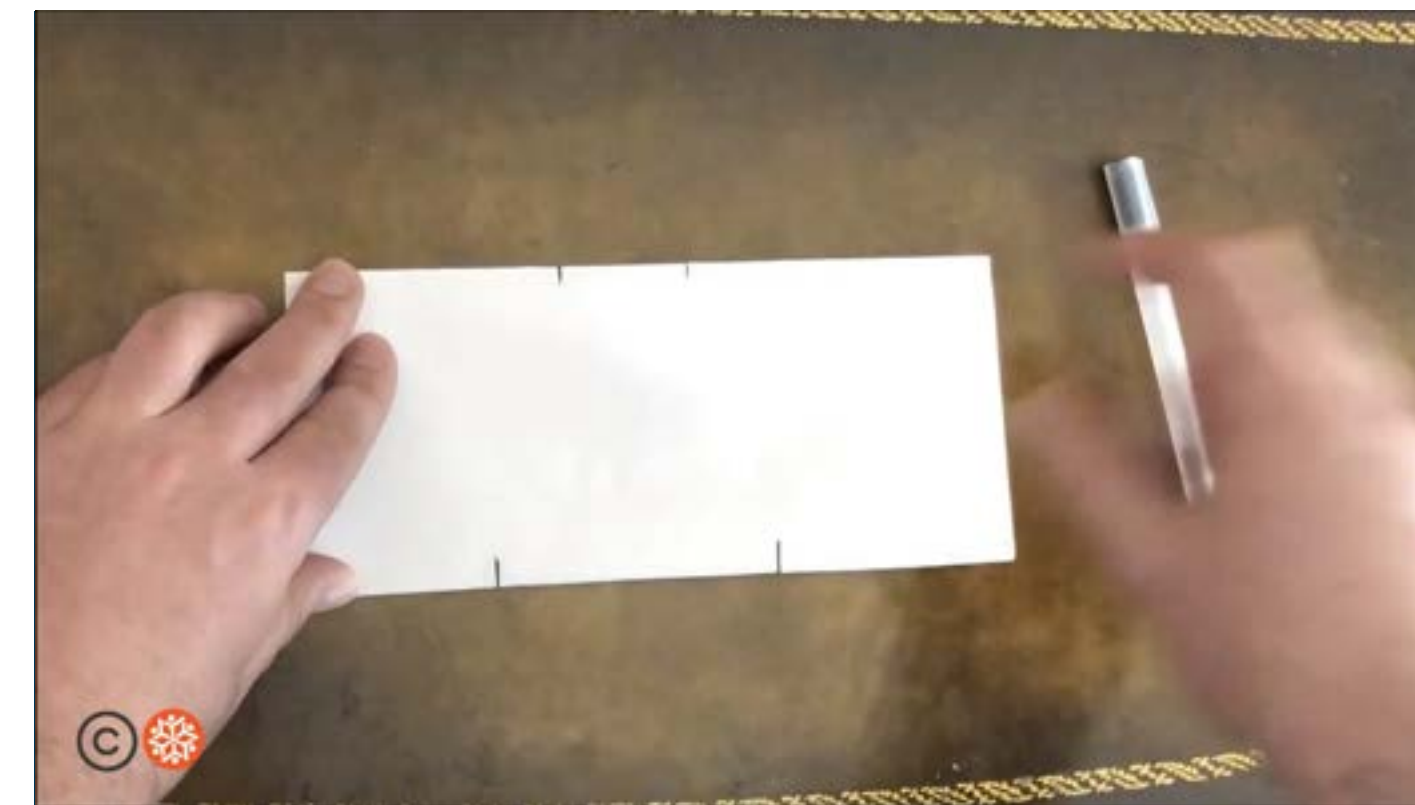
INSTRUCTION CONTINUED:



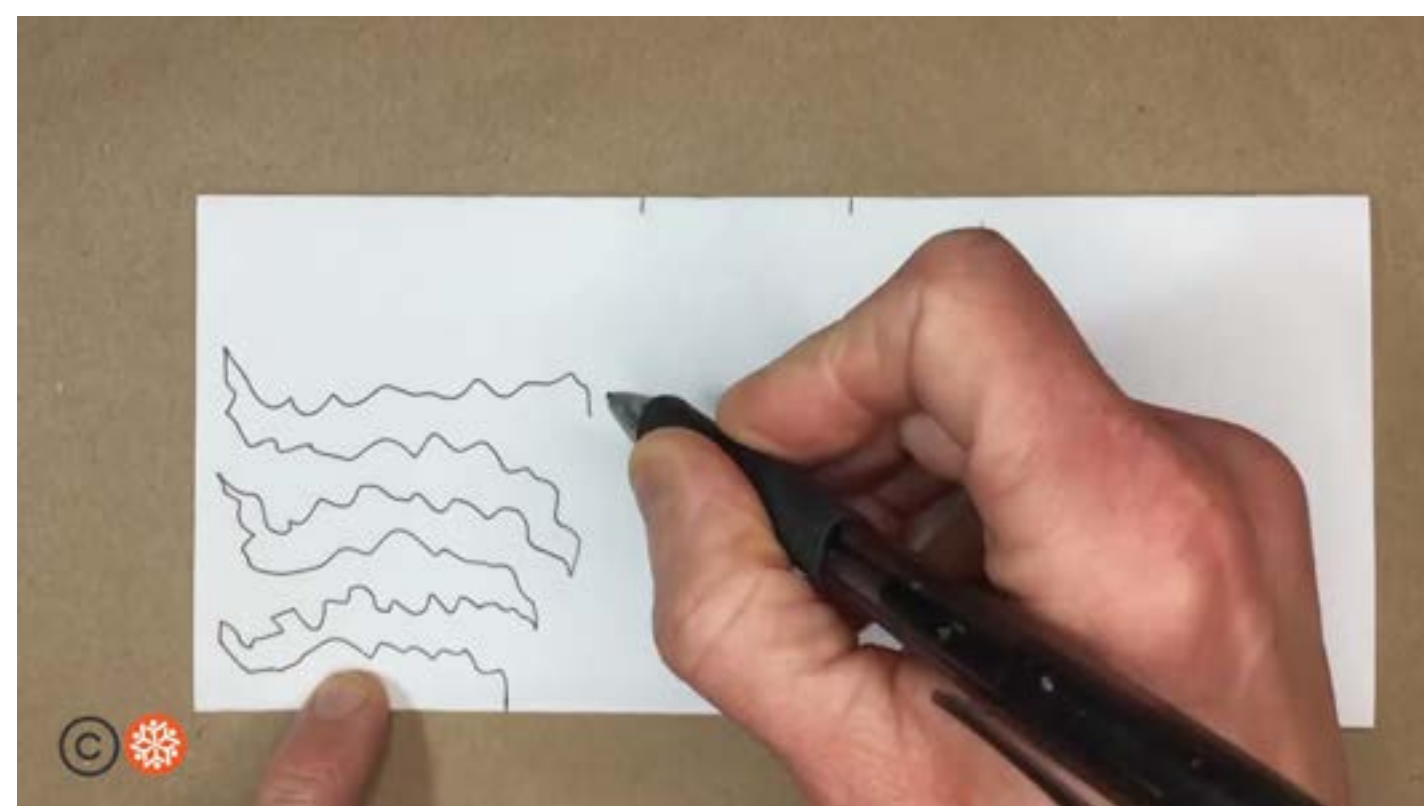
The only rule is that the lines of the neck must connect to your two necklines.



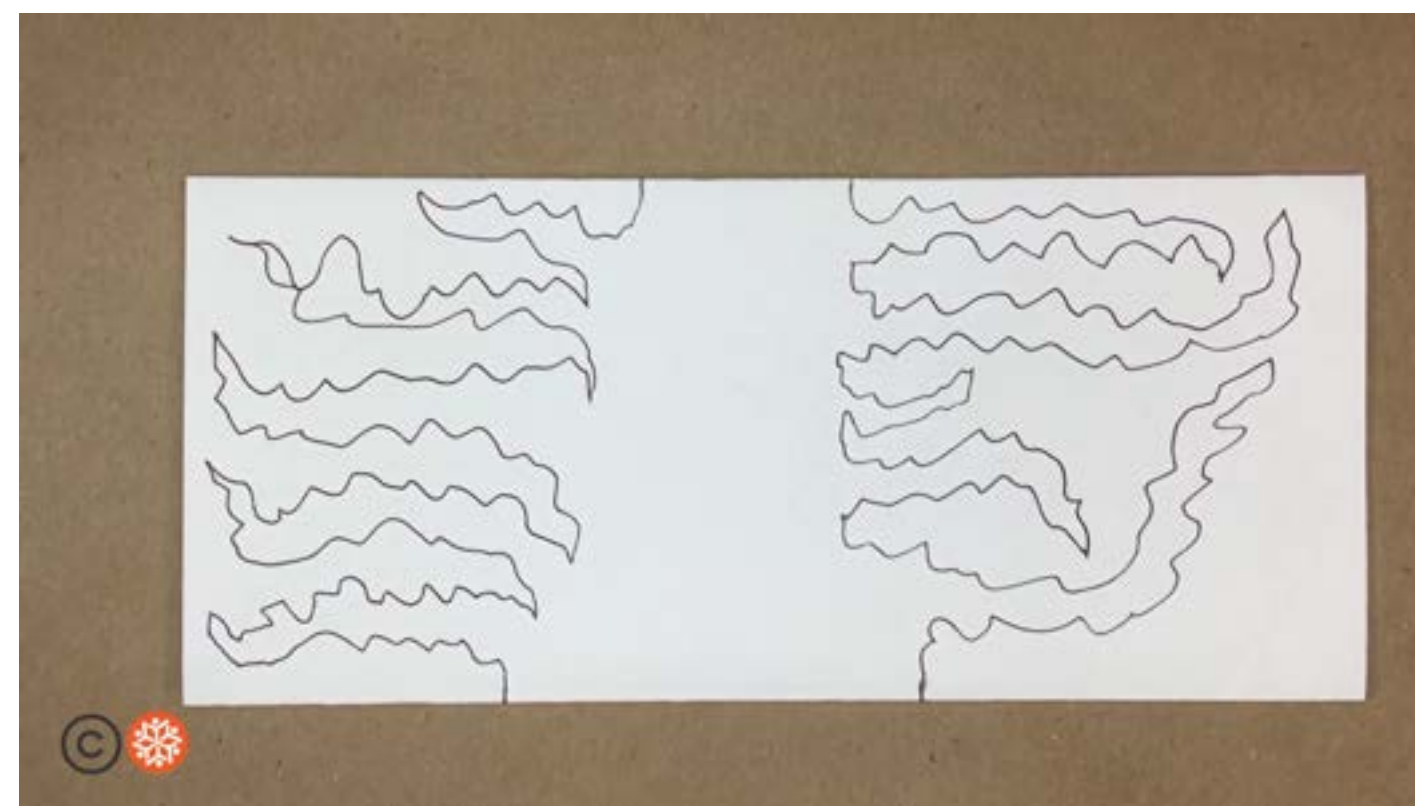
Next, turn your paper so that the middle section is facing you. If you are playing with multiple people, this is the point at which you will pass your drawing to the next player. Be sure that your head is completely hidden.



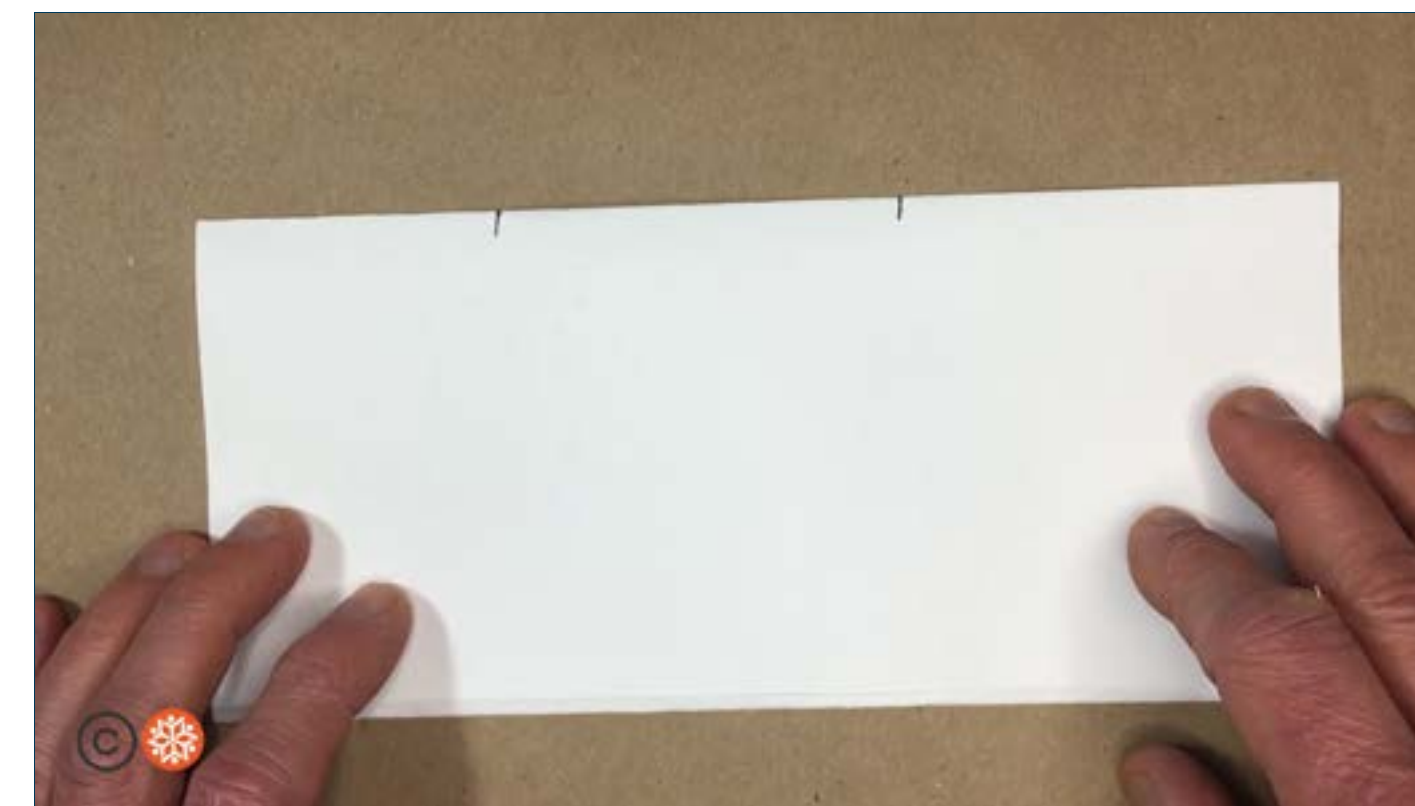
If you are playing alone, set the paper aside until you forget what you have drawn. You can even draw a whole stack of heads on multiple papers, and set them to the side together, shuffled up. That way you won't know what's on the page when you move on to the next steps.



The next person (or you) will now draw the body of your creature. Make sure to connect the body to the neck lines at the top of the section, and the waist lines at the bottom of the page.



Include as many details as you like. Play with different textures. Draw patches of small short lines, or long flowing lines. Scribble. Make dots. Shade in areas. Anything to give your body personality and texture.



Once you are finished, fold your paper again so that both the body and the head are hidden. Turn your paper so that all anyone can see is the waist lines.

INSTRUCTION CONTINUED:



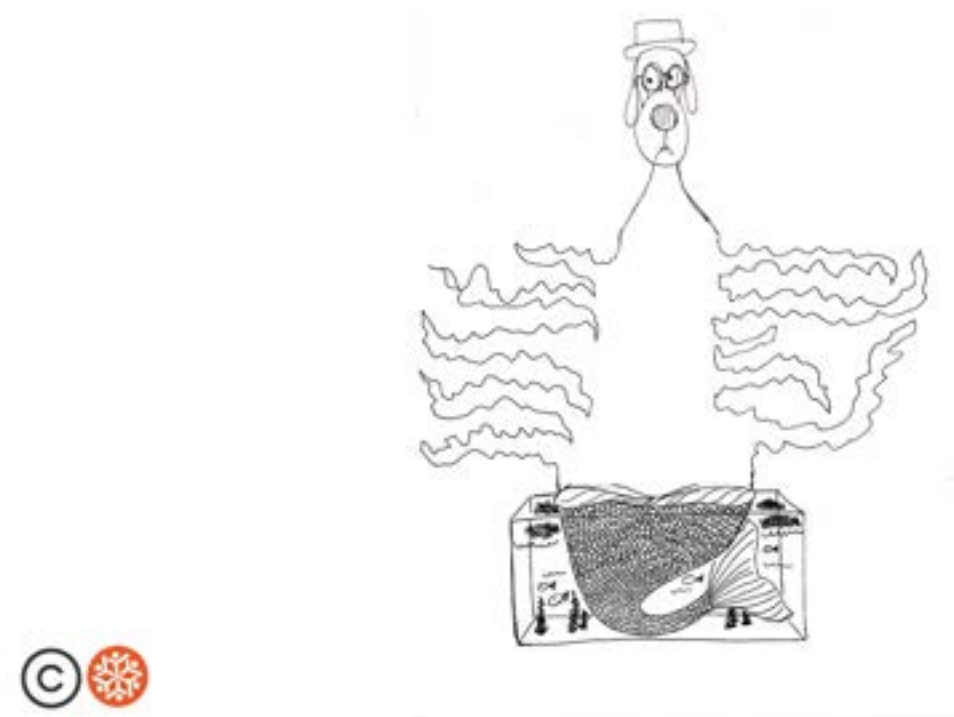
Now, it's time for the next person (or you) to draw your creature's legs. Once again, these "legs" can be whatever you want.



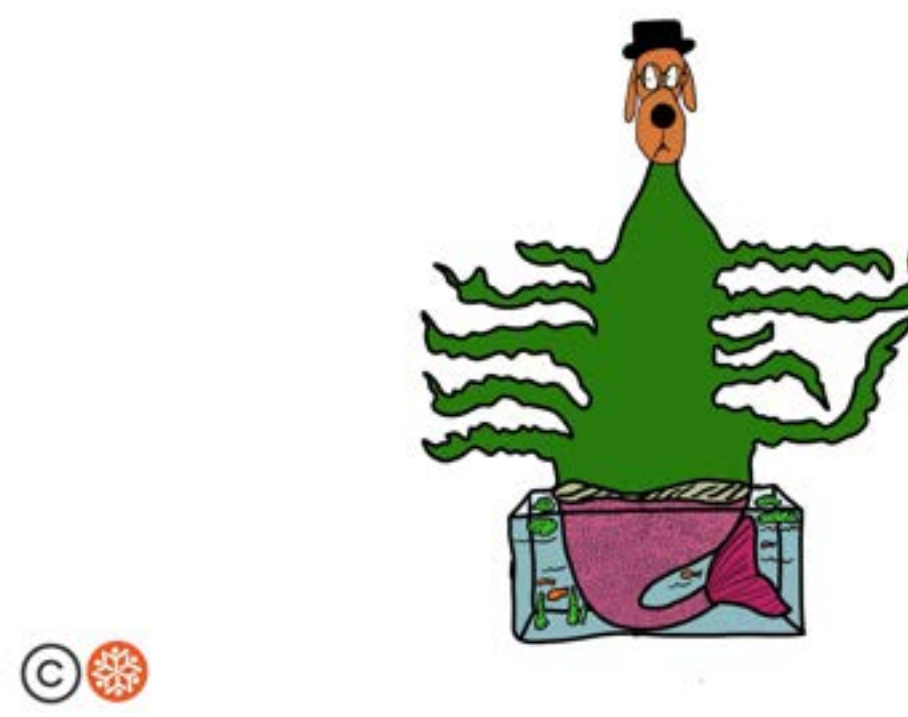
Remember: the only rule is that the legs must connect to the waist lines at the top of the rectangle.



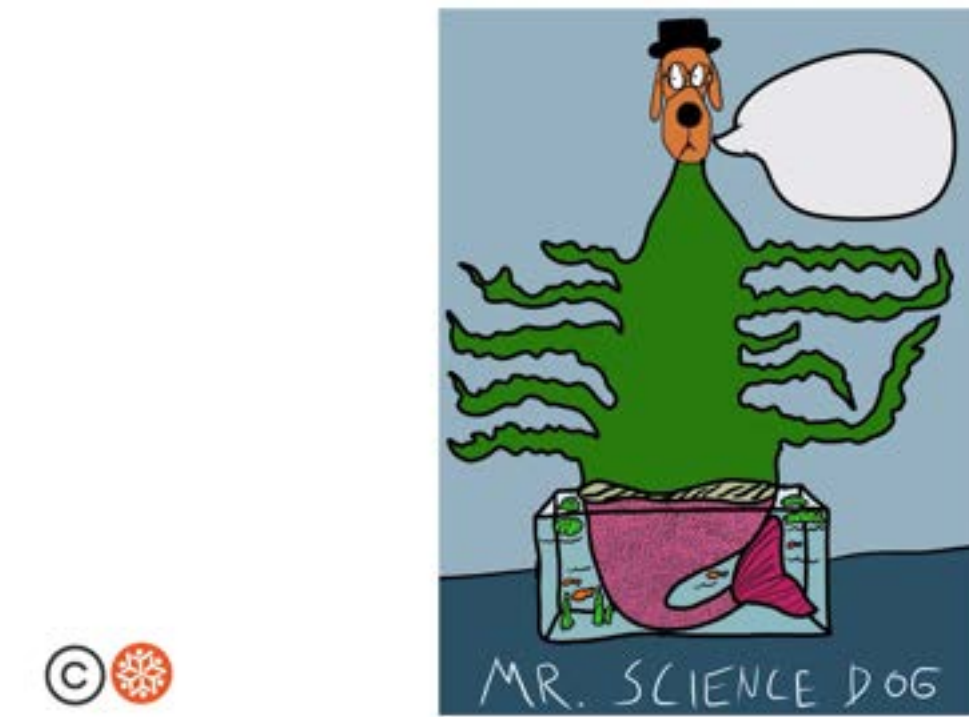
Once the legs are complete, your creature is done! You may now unfold your drawing, revealing your creation.



Observe your favorite details about your work. What aspects of your creature are interesting or surreal to you?



If you want to go one step further, you can color your creature. Use colored pencils or markers to bring the piece together.



You can also give your creature a name, and/or speech bubbles. What might your creature say or think?



INSTRUCTION CONTINUED:



Congratulations! You've completed the Exquisite Corpse game. You've done excellent work, and you can now teach this game to others!



LEARNING STANDARDS

This workshop is aligned to the following state and national anchor standards. It can be differentiated for learners at every grade level. (For arts performance standard alignments at specific grade levels, feel free to email programs@snowcityarts.org.)

ILLINOIS ARTS LEARNING STANDARDS

Anchor Standards: Creating

- **CR1.** Generate and conceptualize artistic ideas and work.
- **CR2.** Organize and develop artistic ideas and work.

Anchor Standards: Connecting

- **CN10.** Synthesize and relate knowledge and personal experiences to make art.
- **CN11.** Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.





If you are interested in **receiving school credit** for the work you have completed in this workshop or if you would like to **have your artwork displayed** in a Snow City Arts exhibition space or virtual gallery, please visit <https://snowcityarts.org/consent-releases/>

Contact us at programs@snowcityarts.org if you have questions, would like to offer feedback, or would like to continue working with us virtually.





Workshop Duration: 25-45 Minutes | ALL LEVELS



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Snow City Arts inspires and educates children and youth in hospitals through the arts.

Contact us if you have questions,
or would like to offer feedback at
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