Science of Art

Ages 6 and up

Join us as we experiment and learn about scientific concepts to create beautiful pieces of art. Families and children will join together to express their creativity as we work with various mediums that include felt, circuits, plastics and cardboard. Choose a program from the options below.

**Automaton**—Automata is a wonderful contraption made up of simple machines that can be used to tell complex stories. Configure cams, levers and linkages so the mechanics make a meaningful motion that can tell a story.

**Circles and Circuits**—Create your own contraption that moves and draws using simple circuits, offset DC motor, markers and recycled materials. Be prepared to change and modify to create new patterns for your contraption to draw. Its circuitry and art all rolled into one.

**Felting**—Get your hands on some fiber fun! We explore how wool changes from a raw material to roving to felt by getting our hands in the action. As we mix and mash we will begin to create our own felt balls and shapes that we can layer creating beautiful new colors.

**Fusing Plastic**—Fusing is joining or blending to form a single entity. We will use heat to fuse plastics together to create new pieces of plastic that can be changed into something new!

**Printing**—Let your creativity run wild as you try multiple methods of printing and find out why some marks stay and others change color. Your testing of paints and materials will leave you with new ways to enjoy making your mark.

**Wire Art**—Twist your own wire into sculptures and then light them up or watch them come to life when it is powered by a homopolar motor. It’s creative and its science.

The Science of Art program can be taught in a series or the same program multiple times.

$150
1 hour program
20 children

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Sciences Museum