OUTDOOR ODYSSEY: GO GREEN ACTIVITIES

Go Green features three open areas close to the Blanton Museum of Art where groups of students can participate in brief activities.

**Level 1:** Grades K–3 and groups with 20 minutes or less  
**Level 2:** Grades 4–5 and groups with 30 minutes or less  
**Level 3:** Grades 6–12 and groups with 30 minutes or more

**Sculpture Tag / Levels 1, 2, 3**  
This is an artsy tag game where the person who is “it” is designated as the Curator. Their job is to tag all the players who then dramatically pose as sculptures, creating a gallery. Once the Curator tags everyone, the game can start over. Sculptures can “crumble” to the ground if poses are too difficult to hold for extended periods of time.

**Zip Zap Zop! / Levels 2, 3**  
**Backpack materials:** ball  
This game calls for teamwork, listening skills, and hand-eye coordination. To begin, all players form a circle. Player one will start with the ball. They will say, “zip!” in a loud, clear voice, and make eye contact with player two while throwing the ball to them. Player two will make eye contact with player three and say, “zap!” while they throw the ball to them. Player three will make eye contact with a fourth person and while tossing the ball, say, “zop!” The next player will say, “zip,” and on. If the ball is dropped, all players should loudly say, “whoops!” Then, the dropper can pick up the ball and resume playing. The game stops when all determine it is time to end.

**Investigator / Levels 1, 2, 3**  
**Backpack materials:** magnifying glasses, sketchbooks, pencils, oil-based clay  
Practice your detective skills! Using the magnifying glasses included in the Blanton backpack, look closely at the area around you. Describe what you see to your friends and make detailed observational drawings with the sketchbooks and pencils. Be sure to label items, just like a scientist. You can also make small sculptures or relief prints using the oil-based clay!

**The Spectrum Game / Levels 1, 2, 3**  
Learn about your group by moving along a spectrum! To begin, players form a circle. The teacher will call out questions that require players to move depending on how they feel. Players should go to the circle’s center if they strongly agree, to the middle if they somewhat agree, and stay in place if they disagree. If a player strongly disagrees, they can step outside the circle. Once everyone is in place, players can look around to see who stands where and discuss! Next, all players return to their original positions and wait for a new question. Here are a few prompts to get started: Are you a morning person? Do you like to make art? Have you seen a good movie lately?

**Frisbee Keep-away / Levels 2, 3**  
**Backpack materials:** Frisbee  
Divide into two teams. One team is IT. The non-IT team starts with the Frisbee, throwing it back and forth between non-IT teammates. Their goal is to keep the Frisbee away from the IT players. Once a member of the IT team catches the Frisbee, the teams switch from ITs to non-ITs. Play continues until all decide to stop.

**Landmarks**  
Explore great works of art on campus with Landmarks, UT’s public art program. For information about the collection, tours, audio guides, and activity guides visit landmarks.utexas.edu.

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