ARE YOU UP TO THE CHALLENGE?

ARTWORKS 15 DAY CHALLENGE
K-12 AT-HOME ART ACTIVITIES

JOIN THE #ARTWORKSCHALLENGE:
The Center for Arts-Inspired Learning has created the ArtWorks 15-Day Challenge to promote arts integrated learning during school closures. We want our scholars to have the opportunity to get creative and have some fun during this time.

In this packet you will find prompts and activities that connect to literacy, science, math, engineering, health, leadership, and emotions. There are activities to try on your own or some to try with a partner.

Scholars can choose activities at the following levels: Beginner (Age 5-8) Intermediate (Age 9-13) Advanced (Age 14-18)

GET CREATIVE!
We challenge you to be any type of artist you want so options and prompts are provided that encourage you to:

DRAW IT: Draw a picture
MAKE IT: Create something new using found materials around you
WRITE IT: Write a story or a poem
SPEAK IT: Tell a story or recite a poem
DANCE IT: Create or learn new dance moves
SNAP IT: Take a picture or video
SING IT: Create or learn a song
SHARE IT: Share what you made with someone else or post it online

GET SOCIAL (LY DISTANT)!
If you have connection to the internet you can also share out what you create online using YouTube, TikTok or any other social media platforms using the following hashtags:

#ArtWorksChallenge #ArtsInspiredLearning #CALCreators

DISCLAIMER: Any youth under the age of 13 must have parental permission to view or post artistic creations online.

ADDITIONAL DETAILS
Daily follow along videos will be released as a way for scholars to continually connect and have visual instructions and guidelines for each challenge.

For activities where supplies are needed, you will either find templates in this packet or we have provided a list of common household items you can use.

INTERNET/TECHNOLOGY RESOURCES
Learn more about accessing free internet and tech resources that are available to eligible families with K-12 students:

Free Internet (includes installation) from Spectrum Call 1-844-488-8395
Free Laptops from Tri-C/PC’s for People Call 216-777-4441 or email ohio@pcsforpeople.com
DAY 9’S CHALLENGE: STEM

DRAW IT  MAKE IT

SCIENCE & TECHNOLOGY:

How do planes fly?
A plane’s engines are designed to move it forward at high speed.

That makes air flow rapidly over the wings, which throw the air down toward the ground, generating an upward force called lift that overcomes the plane’s weight and holds it in the sky.

The wings force the air downward and that pushes the plane upward. (explainthatstuff.com)

MAKE YOUR OWN PLANE:
You are encouraged to make your own design and style of paper plane.

Keep in mind that how you create your mechanism can determine how far it will fly.

Supplies:
- paper
- crayons/markers/color pencils
- tape (optional)
- scissors (optional)
CAL'S ARTWORKS CHALLENGE

DAY 9'S CHALLENGE: STEM

BEGINNER/INTERMEDIATE:

1. Fold the paper in half vertically
2. Unfold the paper and fold each of the top corners into the center line
3. Fold the top edges into the center line
4. Fold the plane in half toward you
5. Fold the wings down, matching the top edges up with the bottom edge of the body
6. Add double stick tape to the inside of the body. The finished plane should look like this

ADVANCED:

1. Fold the paper in half vertically
2. Unfold the paper and fold each of the top corners into the center line
3. Fold the peak toward you and 3/4” from the bottom of the paper
4. Fold both top corners into the center line
5. Fold the remaining tip over the two flaps at the center line to lock them in place
6. Fold the plane in half away from you
7. Fold the wings down 1” from the bottom of the plane
8. Fold up the sides of each wing 1/2” tall
9. Cut two small slits at the back of each wing. Fold up the tabs
10. Add double stick tape to the inside of the body. The finished plane should look like this
WRITE IT  SPEAK IT

Once your paper planes are created, write down a few estimates of how far you think your plane will go. In the science world, this is called a **hypothesis**. Make sure to use measurements such as feet, inches, centimeters in your hypothesis. You can even make your own song using your hypothesis to help you remember how far you expect it to fly.

Ex: "My hypothesis is my airplane will fly _________________."

SNAP IT  SHARE IT

Adjust your plane by asking questions and altering the shape and weight of your plane.

- what makes your plane fly faster?
- why didn’t my plane take off?

Once you have adjusted your plane, grab someone close and race planes. DUEL! Or you can try it out alone.

DIY target game:
Cut holes in a piece of poster board and assign a point value to each. Prop up with bookends, then send paper airplanes soaring!

Create a TikTok showcasing your paper planes. Use hashtag #ArtWorksChallenge #PaperPlanes #PaperCrafts