

Make-a-Book Residency Basic

Artist Wendy Meyer

1999 Ubertalli award winner Wendy Meyer is an artist, graphic designer, educator, writer and entrepreneur who has exhibited locally, nationally and internationally. Her work has been featured in Hong Kong's *IDN* magazine, *Step-by-Step Electronic Design*, and the books: *Painter 5 Complete* and *Painter, Photoshop and Illustrator: Side-by-Side*. In 1999, she co-produced *Postcards on the Edge*, a multi-faceted, multimedia exhibition. In 1993, she co-produced *Design Electronica*, a large-scale digital art exhibition in South Florida at the Museum of Discovery and Science. As a Project LEAP artist for five years, Wendy used art to teach core curriculum to South Florida school children. She also taught computer graphics at Palm Beach Community College and the Palm Beach Photographic Center, as well as a painting and computer art program for teens and adults with developmental disabilities. She is the recipient of a 1998 Encore Award and her graphic design has appeared in the *HOW* and *PRINT* annuals. Her design studio, In You Wendo Design, has won over 150 ADDY awards, including several Best of Show Awards. Self taught as an artist, she received a BA degree in Psychology and Sociology from Emory University in 1984. Her work can be seen online at www.inyouwendo.com.

Curriculum Connections

Making books fosters an appreciation and understanding of the power of words and imagery and promotes a love of books and reading. Regardless of the specific subject matter of the books created, students will learn the following:

LANGUAGE ARTS: Expository and creative writing • Spelling, grammar, and punctuation

Reading and reading comprehension • Public speaking and presentation • Research and media skills

COMPUTER: If the facilities are available, our residency can also introduce or reinforce computer skills including:

Basic computer usage skills • On-line research and communication (internet)

Word processing and typing • Computer graphics and digital imaging

MULTIPLE INTELLIGENCE: Interpersonal • Intrapersonal • Spatial • Linguistic • Logical

BEHAVIORAL: Self-expression • Teamwork • Cooperation • Leadership • Communication skills • Following directions

MORE: Book making residencies are custom-designed to incorporate any additional curriculum objectives desired. Geography, Biology, Social Studies, History, Science, Art, Literature and Mathematics can be used as subject matter.

Program Summary

Students will create their own individual hardcover books about a curriculum related topic of the teacher's choosing.

In our residency sessions, we will use a variety of art methods and media to illustrate and assemble our books.

The written content of the books should be generated in the classroom prior to beginning the residency sessions.

In our first session, we will plan our books and design our covers. In our second session, we will prepare our text and insert it into our books. In our third session, we will illustrate our books. In our fourth session (optional),

we will finish our illustrations and in our final session, we will assemble and present our books.

Program Objectives

Students will learn to enjoy and bring life to their writing by illustrating, designing and preserving their words in a permanent form. In the course of doing this, they will also learn about sequence and planning and explore a variety of media and methods for self-expression and creative visualization.

Vocabulary Words

collage - an artistic composition made by fixing bits of paper, cloth, etc. to a surface

decoupage - the art of decorating a surface with paper cut-outs

font - a set of printing type of one style

leading - in typography, refers to the amount of space between lines of type

Overview of Art Form

Numerous art forms may be incorporated into the process of creating books. These can include collage and decoupage, computer graphics/digital imaging, photography, drawing, painting, graphic design, printmaking and all types of writing.

Pre- and Post- Residency Activities

PRE: Artist and teacher will meet to discuss specific curriculum objectives the teacher wishes to address during the residency and develop ideas as to how to incorporate them. We will also evaluate available supplies. Artist will then draft a session-by-session outline detailing specific pre- and post-session classroom activities for each session and a complete supply list and budget for the residency. For this residency, the written content of our books will need to be generated in the classroom as a pre-residency activity.

POST: Bookmaking as a learning tool is highly addictive. Once a classroom has experienced the process, they may wish to push what they have learned to new levels, creating collaborative books, microbooks, self-published documents and other book projects to correspond with future curriculum units. Ideas and resources for these projects will be supplied to the teacher at the final residency session.

Resources

The best resources for a book collaboration are books themselves. Exposure to a wide variety of books will inspire the class and provide ideas and inspiration for their own books. Specific resource books will be selected carefully to meet the objectives of each particular class, but here are a few that are always beneficial:

For Students

ELEMENTARY: *Life Doesn't Frighten Me*, by Maya Angelou with paintings by Jean-Michel Basquiat

ELEMENTARY/MIDDLE SCHOOL: *All About Me* and *More About Me (Keepsake Journals for Kids)*, by Linda Kranz

MIDDLE & HIGH SCHOOL: *Go To Your Studio and Make Stuff*, by Fred Babb

For Teachers and Students

ELEMENTARY: *The Art of Eric Carle*, Philomel Books plus any books by Eric Carle

ALL AGES: *Making Books That Fly, Fold, Wrap, Hide, Pop Up, Twist and Turn*, by Gwen Diehn

MIDDLE & HIGH SCHOOL: *The History of Printmaking*, Scholastic Voyages of Discovery, Visual Arts