



Storytelling in art

GRADES 1-3

Storytelling has been used for a very long time in artwork to share ideas and explain how things have happened, much like in Hendrik Goudt's, *Ceres Seeking her Daughter*. Explore storytelling in artworks with the following activities:

Art Activities

Change the season of Hendrik Goudt's, *Ceres Seeking her Daughter*

What would it look like if this story took place in a different season? What might the weather look like? What clothes would the characters be wearing? How would the plants change? What else would be different? Draw or paint this new scene. Notice how the change in setting changes the story.

Turn your own story into an artwork

Choose an important event in your life or a fictional story that you know. Draw the setting that the story took place in. Next, think about what characters are important to the story and what they are doing. Add them to your setting. Add any additional details that help tell your story, like objects. Share your artwork with a friend or family member and ask them to interpret what is going on in your picture.

If you'd like to extend the lesson beyond visual art, here are some other activities:

Learn the story of Ceres and Proserpina (language)

Fun fact, Ceres is the goddess's Roman name. In Greek, she's known as Demeter and her Daughter Proserpina is known as Persephone.

Watch [this video](#) about their story.

Write your own myth about why the seasons change (language)

You may notice that the story of Ceres and Proserpina explains why the seasons change. Write your own creative myth about why the seasons change. Your story might have magical characters or animals, it's up to you!

Create a tableau of *The Mocking of Ceres* (drama)

With a few friends, creating a tableau of the artwork. Think about what elements are most important to include. You could be a character, or act out an element of the setting, such as the trees, leaves, or the house. Present your tableau to others and then share what each person represents in your version of the story and why.



Glossary

Character: A person in a story.

Setting: The time and place where a story happens.

Point of view: What the narrator or person telling the story sees.

Tableau: A group of motionless figures representing a scene from a story, a theme or an abstract idea.