



## Playing with fast and slow mediums

GRADES 4–6

In *Squirrels Working Out: Burpee*, Chantal Rousseau explores the magic of animation, turning watercolour paintings into a GIF. Explore traditional and digital art with the following activities:

### Art Activities

#### Create a GIF

Choose a simple design for your animation and brainstorm a sequence of 3–4 frames. Draw each frame of your animation on separate sheets of paper. When you are finished drawing, scan or take a picture of each page and transfer the files to a computer. Upload your drawings to <https://ezgif.com/maker> to combine the individual pictures into an animated GIF.

#### Combine two interests

Reflect on two of your hobbies or interests that may seem unrelated (like Rousseau's squirrels and working out) and brainstorm how you can blend them together in a creative artwork. Use a variety of different materials such as pen, marker, crayons, paint, and collage.

#### Paint watercolour animals

Choose a reference picture of an animal that you would like to paint. To start, lightly make a rough sketch of the animal then add paint. Layering the paint will help add depth but remember to start with light colours first. Try using different watercolour techniques to create your desired texture. For example, you can use a dry brush to create fur, stipple to create scales or sprinkle salt over the wet paint for a mottled texture.

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

### **Get moving (physical education and health)**

This GIF is part of a larger collection of artworks by Rousseau which depict squirrels performing various activities including sit-ups, jump rope, push-ups and box jumps. Come up with your own workout circuit using Rousseau's artwork as inspiration. You can modify the activities based on your interests, abilities and available equipment.

### **Learn about the natural world around you (biology)**

Take some time to explore nature in your community. Observe plants, animals and insects while making notes of your observations. Be as detailed as possible, and don't forget to note the date, time and location of your sightings. Choose a few of the organisms you have observed and conduct research about how they live. Research topics may include habitat, diet, predators, movements they make, special features, scientific names and more!

### **Explore anthropomorphism (language)**

Rousseau depicts squirrels doing typically human activities. This is called anthropomorphism. Write a creative story about an animal or object with human characteristics. It can be silly or serious, the choice is yours. Alternatively, turn your story into a script and take a video of you and your peers acting it out!



## Glossary

**Animation:** A technique of showing a sequence of drawings or photographs to create the illusion of movement.

**Burpee:** A full-body exercise that involves quickly moving from a standing position to a squat, to a push-up, and then to a jump.

**GIF:** Graphics Interchange Format. A format for image files that supports both animated and static images.

**Anthropomorphism:** the attribution of human characteristics or behaviour to a god, animal, or object.