Educator Guide

Sarah M. and Patricia A. Vance UnMuseum®
at the Creativity Center

Not For Public Use or Dissemination
Welcome!

Dear Educators,

We are delighted to finally share a dream that has been years in the making, and just in time to celebrate the 20-year anniversary of the opening of this building.

This interactive space brings together 8 artists – all based in or native to the Cincinnati region - engaging with various mediums including sculpture, video, photography, painting, and performance, offering a range of approaches to the UnMuseum’s three core tenets: play, discover, and create. Mirroring the wall text that accompanies each artwork in the UnMuseum, the information within this guide will follow the “play, discover, create” pattern. Collectively this group of local artists explore the themes of identity, home, community, dreams, and hope.

The Educators’ Guide is designed as a resource for planning lessons, facilitating discussions, introducing exhibits, and supporting student-led research and exploration of contemporary art, artists, and themes. Upon a visit to our museum, we invite you and your students to explore, create, and immerse yourselves in the stories and lessons that can be found within our spaces.

Enjoy!

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ABOUT THE UNMUSEUM

History of the UnMuseum

Zaha Hadid envisioned the Lois and Richard Rosenthal Center for Contemporary Art as an interactive environment that is experiential. When the building opened in 2003, the 6th Floor Sara M. and Patricia A. Vance Education Center—The UnMuseum™—changed the expectation for educational spaces within museums. It offered the ability to learn through play using interactive works of art by contemporary artists and focused on multi- and intergenerational learning. As the CAC’s programming grew, so did the need for an updated education space. The Creativity Center occupies the entire sixth floor of the Lois & Richard Rosenthal Center for Contemporary Art. The Sara M. and Patricia A. Vance UnMuseum® is a gallery of interactive art designed for visitors of all ages.

About the Facility

Occupying the entire sixth floor of the Rosenthal Center, the Creativity Center encompasses a variety of features to make contemporary art more accessible, and the museum experience more enjoyable for all. Components of the Creativity Center include:

- Rotating interactive art installations by local contemporary artists;
- multiple storage spaces and work areas for staff and docents;
- the Zero Waste Art Lab curated with sustainable art materials curated by Indigo Hippo;
- the Community Gallery, an ever-changing display of community artwork;
- a Quiet Room, for families, nursing mothers, and visitors with sensory sensitivity;
- an inclusive bathroom;
- the Commons, a gathering and community programming space;
- the Studio, a classroom space utilized for Educational programming and tours.

In the News

- Review in Aeqai, July 2022: https://aeqai.org/articles/contemporary-art-center-creativity-center-and-unmuseum/
- Profile in Cincinnati People, October 2022: https://www.cincypeople.com/culture-blog/2022/10/26/can-you-imagine
CAC PRE-TOUR INFORMATION

CONTEMPORARY ARTS CENTER HISTORY

In 1939, Betty Pollak Rauh, Peggy Frank Crawford and Rita Rentschler Cushman took the advice of Edward M.M. Warburg, the founding father of the American Ballet and a founder of the Museum of Modern Art. He suggested that rather than stress about finding non-existent art jobs in New York, “Why not starting something in Cincinnati? Plenty of room there. If you decide to try, come and see me and I’ll help you.”

By August of that year, Peggy Frank Crawford, Betty Pollack and Rita Rentschler raised $5000 (about $93,000 today) and created the Modern Art Society (MAS). For almost a year their “office” consisted of a letter file and a portable typewriter set up in one or another living room. Within a few years, the MAS had exhibited Renoir, Van Gogh, Gauguin, Picasso, Beckman, Klee and many more in the lower levels of the Cincinnati Art Museum. In 1952, the MAS changed their name to the Contemporary Arts Center and in 1964 they earned a space of their own in downtown Cincinnati. In 2003, the CAC moved into the Lois & Richard Rosenthal Center for Contemporary Art designed by architect Zaha Hadid. The NY Times called the structure, “the best new building since the Cold War.”

The Contemporary Arts Center is a non-collecting institution, meaning there is no permanent collection. All exhibitions are borrowed from artists, collectors and other art galleries and institutions. We strive to create exhibitions that allow visitors to “open their minds” to the arts, and to the dialogue that can be had when viewing contemporary art. We believe that art and the creative process belong to all people and that contemporary artists are an important part of how we see and interact with our world today.

ABOUT THE LOIS & RICHARD ROSENTHAL CENTER FOR CONTEMPORARY ARTS

In the late 1990s, after acquiring the lot on which the Contemporary Arts Center now sits, a committee narrowed a field of over 300 architects chose to design the building—first to 97, then to 12 and finally 3 of the most exciting designers working in the world today. From them, a unanimous choice emerged: Baghdad-born, London-trained Zaha Hadid.

The decision was in keeping with the CAC’s 60-year history of promoting the new. Though Hadid had been the subject of adulation, study and controversy, her work exhibited at major museums with international critical acclaim, she had only completed two freestanding structures during her career. As a largely untested inventor, a woman and an Arabic Muslim, Hadid had not found the construction world easy to enter. This renowned building is Hadid’s first American building, and is the first American museum building designed by a woman.
Groundbreaking took place in May 2001 and the new Center opened to rave reviews on May 31, 2003. The seven-story, 82,265 square-foot Contemporary Arts Center is named the Lois & Richard Rosenthal Center for Contemporary Art after the CAC’s former Chairman of the Board and the most generous contributor to the new building. It sits on a narrow 11,000-square-foot footprint, and includes a 2,366-square-foot black box performance space.

Born in Iraq in 1950, Hadid received her degree in mathematics from the American University in Beirut and studied at the Architectural Association in London where she won the Diploma Prize in 1977. Upon graduation, Hadid became a partner at the Office of Metropolitan Architecture where she worked with influential architects Rem Koolhaas and Elia Zenghelis. Establishing her own practice in London in 1979, she soon gained international attention with her groundbreaking plan for the Peak International Design Competition for Hong Kong in 1983. In 2004, she became the first female recipient of the Pritzker Architecture Prize, which is the equivalent to the Nobel Prize for Architecture. In 2008, she was listed as one of Forbes Magazine’s “100 Most Powerful Women,” and in 2010, Time Magazine named her one of the “100 Most Influential People in the World,” and UNESCO Artist for Peace. She was awarded the Stirling Prize for Architecture in 2010 and 2011. In 2012, Hadid was awarded Damehood by Queen Elizabeth II. And, in 2015, she received the Royal Gold Medal from the Royal Institute of British Architects. Hadid died in 2016.
CREATIVITY CENTER RULES

The UnMuseum® is unusual because the works of art invite different levels of visitor participation. This doesn’t mean that “anything goes.” The UnMuseum® is not a playground. Please be gentle with the works of art, and, for safety and respect for all visitors, there is no running, screaming, or roughhousing. We do encourage sharing responses to the artwork, questions, and opportunities to engage with the artwork.

Please also clean up after groups utilize the various areas of the Creativity Center—including the Art Lab and Studio.

TOUR RULES AND GUIDELINES

• Visitor admission and school tours are free at the Contemporary Arts Center.
• We require that must be a chaperone for every 5 students under the age of 18 for self-guided groups. For docent-led tours, the required ratio is 1 to 10 for students through grade 5 and 1 to 15 for students grades 6-12.
• No backpacks, coats or lunches are permitted in the galleries, but personal belongings may be stored in the large bins or lockers we have available. Instructors may keep any emergency bags and purses with them.
• Currently photography is permitted in all areas of the museum. The CAC encourages you to post photos to various social media sites using @CincyCAC and #CincyCAC.
• Pens are not permitted in the gallery spaces. Pencils are available for use at the front desk.
• Walk throughout all galleries— no running, climbing, or roughhousing. If visiting with students under 18 please provide guidance and supervision.
• The UnMuseum® offers many possibilities for touring. On average, to allow enough time for a one-hour tour including the UnMuseum®, spend about 40 minutes on the other floors.

ACCESSIBILITY AND ACCOMMODATIONS

• Our facility is ADA compliant, and we will make every effort to provide accommodations when requested.
• Hearing protection is available upon request.
• Fidgets are available upon request.
• Sensory maps and social stories are available upon request.
• Large text is available upon request.
• Two quiet spaces are available—the Lower Level Lobby and the Contemplation Room on the 6th floor.
• For further inquiries or requests, please contact Shawnee Turner at sturner@cincycac.org
PRE- AND POST-VISIT DISCUSSIONS

These discussions can occur prior to visiting:

- What does the prefix “un” mean? What do you think an “UnMuseum” is in comparison to a regular museum?
- Talk about designers and design as a creative field. How does the work of a designer compare or contrast to that of an architect? How does an architect and designer work together on creating a building or space?
- What does site-specific mean? How does a piece of artwork that is site-specific differ from other artwork? What considerations does an artist need to think about when creating site-specific artwork? Why do you think an artist chooses to make artwork that is site-specific?
- How are technology and “art” related?
- Talk about neurodiversity and the value of inclusion—embracing the importance of different ways of thinking.
- How would you define community? Where do you find your community? Is it where you were born or somewhere else?
  - How do you make a community? What do you need?
  - What parts of a community can you see? Is there a part of community that you can’t see?
  - What communities are you a part of?

These discussions can occur during or after a visit:

- Challenge visitors to find influences for the designs in the sign around the 6th floor.
- Challenge visitors to discover exciting effects in the tunnel and talk about the importance of experimentation for creativity.
- Discuss the roles of teamwork and collaboration in each artwork.
- Discuss storytelling and how visual art is connected to storytelling.
- Talk about sensory elements like textures and encourage touching. Have students explore the different parts of the installation and talk about different senses that are activated.
- How can you tell a story through movement?
  - Can you tell how someone is feeling just through movement?
  - What parts of the body do artists use for movement? (i.e. a dancer uses their body, a painter uses their hands and arms, a storyteller uses their mouth, etc.)
  - What kinds of tools do artists need to make movement?
- Explore how each artist and work examines the themes of hope and dreaming.
- How does the artist communicate his/her identity through the artwork?
**ARTISTS, WORKS, & WALL TEXT**

**Creativity Center Sign, by Michelle D’Cruz, 2022**

Please do not touch the UnMuseum Sign—use your sense of vision only. Michelle D’Cruz also created the last UnMuseum sign and worked on the new wayfinding signage on the 6th floor and throughout the building.

**Flight of Fancy, by Michelle D’Cruz and Christopher Glenn, 2022**

**MEET THE ARTISTS**

Michelle D’Cruz is a multi-media designer who believes that magic is unleashed every time a book is opened. As a digital artist, storyteller, and co-creator of community-centered spaces, her favorite projects are those that invite community members to the table to collaboratively envision what can and shall be. She never misses a chance to get outside and move, and frequently embarrasses herself (and her children) with spontaneous public dance parties.
Christopher Glenn is an interdisciplinary motion designer who uses light, motion, and digital tech to bring stories to life. Based in Cincinnati, his design-first approach paves the way for bold creative executions in projection mapping and holographic design. Aside from design, you will find him either spending time with his wife and two children or talking too much about NFTs.

**Acknowledgements**
Our most heartfelt thanks go out to all the kids who lent their imaginations and artistic vision to this project, to the mega talented Luke Lenebauer, to the craftsmen at Cincinnati Wood Collaborative, and to our children—Isa and Santi, and Ollila and Arlo, who inspire us every day to be the heroes of our own adventures.

**PLAY**
Imagine yourself in the thrall of a new adventure…How will you write your story?

**DISCOVER**
*Flight of Fancy* transforms the imaginative tales of three Cincinnati kids into a larger-than-life storybook experience.

Our team invited local youth to share their ideas and drawings in a fun community workshop. Those ideas were then translated into digital form. Each section highlights a story in the exact manner it was dreamed up by our resident authors—complete with heroes, villains, and imagined environments.

**CREATE**
Now, help us tell your story! Write a chapter, sketch a new character, and share your ideas with the team at: create@mdc.studio. Consider this space a personal invitation to curl up with a book and get lost in an adventure—or to create an adventure of your very own.

**Discussion + Questions**

- What type of art job focuses on making interesting logos?
- What does the word “creative” mean? How can someone or something be creative? What does creativity mean to you?
- Think about a phrase or sentence that describes your feelings about creativity. Share it with the group.
- Signs are wayfinding tools, but they also give us clues about the spaces we’re in. Why do you think the designer of the UnMuseum sign used these colors, letter styles and materials? Think about this as you visit the rest of the pieces in the space.

**Additional Play + Create Prompts**

- Think about a space that helps you be creative. Draw or write a poem about that space.
- Now it’s your turn to be a designer—make a sign using your name. What colors, lettering and materials could you use to express who you are?
Resources

- CAC Wayfinding System Overview via MDC Design Studio: https://mdc.studio/project/cac/
- Reverb Art + Design Facebook page: https://www.facebook.com/reverbartdesign
- Article via Cincinnati Magazine: https://www.cincinnatimagazine.com/arts mindsblog/creative-class-michelle-leo-dcruz-reverb-art-design/
MEET THE ARTIST(S)
Pam & Co: Pam Kravetz, Craig Davis, Carla Lamb, Kelley Hensing, Scottie Bellissemo, Kevin Kunz, Bern Iseli, and Jesse Byerly with special guest Kingsley O’Rouke

Hi! Pam, here. I am so very lucky to have the most amazing humans in my life (silly creatures too!) who I have the pleasure of creating magical art with, that’s Pam & Co. Creating together helps make my voice louder, my art cooler, and it’s fun to work as a team. Each artist has their very own expertise. Craig is an engineer—the mastermind of all the parts. Carla is the magically talented papier-mâché artist and painter of puppets and floating bobble heads. Kelley is our painter and designer extraordinaire. Scottie is the champion of all things larger than life and created out of wood. Kevin is our awe-inspiring sound and light engineer. Bern is our wildly wonderful animation creator. Jesse is our dynamic and inspiring film maker. Kingsley is our talented and magical unicorn. And me, Pam, the dreamer, artist, and Jack(ie) of all trades.
PLAY
You belong here!
Step right up and peek into the porthole. Meet magical Kingsley—she’ll tell you what’s up! You are invited to walk right through the gigantic mouth and see how you make the tunnel change! Feeling super adventurous? You can crawl or peek into Silly Scooter’s Club House. Push the buttons—one at a time or in groups. You’ll get to see, hear, and experience all sorts of wild things. You can even push the button in the hole of the tiny pink flying donut for super silly treat! Don’t forget to look up. Wonderful puppets live above Pinkiolicious Pamajama’s House of Wonder! But the best part is YOU! You make the art come to life.

CREATE
This artwork wouldn’t be possible without groups of people working together. A community brought ideas of creatures together and a community of people worked on the creation of the artwork. How can working as a team make creativity easier and richer? Work with a group of your choice—it can be friends or family—to create a story, painting, or sculpture. Let your imagination soar!

DISCOVER
Do you know who the most creative humans in the entire universe are? Kids are, that’s who! So, Pam went straight to the experts for inspiration and ideas for this art installation. It was Pam’s birthday, and she celebrated right here at the CAC with so many little humans and their grown-ups. We ate cupcakes, danced, and created wildly whimsical drawings of all sorts of creative creatures. Now these creatures live here, where you can hang out, explore, and interact.

Discussion + Questions
• Discuss Pam’s collaborative process and the impact teamwork has on creativity.

Additional Play + Create Prompts
• Make a mask inspired by the whimsical puppets and people you meet in the tunnel. Give your alter ego a 4-5 sentence biography.
• Write a short story where someone walks through the tunnel in “You Belong Here” and is pushed through a portal into another world. What is that world like? What does one encounter in this new world? How does one return to our world?
  o Additional twist: use the story prompt as the beginning of a game of “telephone” and have each student add a new sentence. Collaborate on a fantastical short story!

Artist Links + Resources
• Artist website: https://pamkravetz.com
• Article via Cincinnati Magazine: https://www.cincinnatimagazine.com/article/pam-kravetz-is-over-the-top-and-one-of-a-kind/
• Interview and video via Cincinnati Educational Television (CET): https://www.pbs.org/video/art-isolation-pam-kravetz-rck5bn/
Meet the artist: Terence Hammonds

Terence Hammonds is a conceptual printmaker whose artwork has been shown nationally and internationally. He is a proud father of two and admits openly admits he can’t dance; he doesn’t let that stop him. Special thanks to: Schuyler Smith, John Michael Ramsey, Ezra Cline, and Scottie Bellissimo.

PLAY
Show us your moves! Not sure what to do? Look at the dance moves represented on the wallpaper and the projected video. Then, take a turn at the DJ station to create your own beats using the instructions on the stand.

DISCOVER
Did you know that a dance floor is a great place to learn about other cultures? Cincinnati artist and printmaker Terence Hammonds created this exhibition to highlight the rich history of hip hop, rap, and breaking. Although these terms are familiar today, they began in the 1970s. They developed as part of Black and Brown culture as a creative rebellion against the mainstream society from which they felt excluded. The dance floors and wallpaper show images of the founders of these movements. T.V. shows like Soul Train (1971-2003), which is being projected on the wall, helped popularize these movements. In many ways, this exhibition is a monument to people who make societal changes through their art.
CREATE
Creating isn’t just for visual artists – music and dance are creative arts too. Get out your phone and record the beat you produce at the DJ station or make a video of your latest dance moves. Share them with us at #cincycac.

Discussion + Questions

• The history of rap, hip hop and breaking are key to this exhibition. Breaking began in the Bronx as part of a way for the groups to battle without fighting. These artistic movements were founded as part of Black culture (and also Latino) and are a rebellion against mainstream culture of that time – it was a creative way to show social transgression. Have your students do research into the “history” of breaking.

Additional Play + Create Prompts

• Design your own album cover! Pick up a blank record sleeve and art supplies to get started. What will your cover look like? What might your band or stage name be?
• Create a playlist that mingles your favorite early rap and hip hop pioneers with contemporary artists? How did the pioneers influence the musicians of today?

Artist Links + Resources

• Instagram: https://www.instagram.com/terencehammonds/
• Personal Website: https://terence-hammonds-studio.myshopify.com/password
• Artist recorded interview: https://stateoftheart.crystalbridges.org/blog/project/terence-hammonds/
• Article via Cincinnati Magazine: https://www.cincinnatimagazine.com/features/terence-hammonds-is-cincinnatis-printmaker-to-the-stars/
**MEET THE ARTIST**
Garrett Goben grew up inventing ways to have fun in a small town here in the Midwest. He received his MFA from Miami University in 2017 and now lives and works out of Cincinnati. Goben co-founded Bezoar.co, an experimental online brand, along with artist and designer Jamie DeAnne in 2020. He works to inspire others to step outside of their routines and experience something profound in everyday spaces.

**PLAY**
Here exist the bones of a game, but the rules are entirely up to you! Interact with each object as you wish but know that the pieces in this corner speak a secret and playful language.

**DISCOVER**
Garrett Goben likes to design new sports and games for people to play. He encourages people to come together and create the rules and objectives for their own game. Think of all the ways you could combine these pieces and challenge yourself to use as many as possible. How can they interact with one another? What can a ball or a block tell you about your surroundings? Is your game a one-player challenge or a multiplayer competition? How can you get the people around you involved?
**CREATE**
As you leave the gallery today, continue to look closely at the things around you and understand them in the context of fun. What kind of games can you create in your own everyday locations? What would you use? Think about how it feels to be playing and how you can carry that feeling with you all the time.

These games can tell you what it means to be here now, in this moment. No two places on this planet are the same, and a ball will tell you where the differences are.

**Discussion + Questions**
- What does the word “play” mean to you? Does it mean something different to you now than when you were a little kid? What is your earliest memory of playing?

**Additional Play + Create Prompts**
- Garrett’s work speaks a language and celebrates a culture of play. Everything is built around the act of inventing homemade sports and games to be played with others in everyday space. Working in teams, challenge your students to create a game using objects found inside the classroom.

**Artist Links + Resources**
- Instagram: [https://www.instagram.com/garrettgoben/](https://www.instagram.com/garrettgoben/)
- Virtual Portfolio: [https://www.behance.net/GarrettGoben](https://www.behance.net/GarrettGoben)
- Step-by-Step DIY Gameboard via Museum in a Minute: [https://www.contemporaryartscenter.org/files/learn/garrettgobenlessonplan1.pdf](https://www.contemporaryartscenter.org/files/learn/garrettgobenlessonplan1.pdf)
MEET THE ARTIST
Julia Lipovsky is a local artist who loves to draw. She studied fine art and creative writing at the Maryland Institute College of Art (MICA) in Baltimore and has been working with community organizations since she returned to Cincinnati in 2015. Her work is playful, process-oriented, and often collaborative. Affirmed by the notion that everyone is innately creative, Julia uses artmaking as a vehicle for self-exploration and community building. Outside of the studio, you can find her gardening at home or enjoying a plate of onion rings at any local diner.

PLAY
Have a seat and let your mind wander!

Imagine you’re in a garden of your own creation. What things are growing, abundant, and lush? Take a moment to sit with fuzzy optimism about your day and think about how you’d draw it. Admire the people in this room and send them well wishes. Close your eyes, plant a seed inside yourself, and consider what it is you will harvest.
DISCOVER
Julia Lipovsky often feels inspired when walking through Cincinnati’s collection of treasured parks, trails, and arboretums. Many of her drawings are records of flowery daydreams after a walk at Spring Grove or Eden Park. Lipovsky’s imagination runs wild in nature, and drawing helps her capture her feelings and fantasies from the woods. This installation is meant to activate your imagination, immerse you in one of these drawings, and give you space to rest, reflect, and be kind.

CREATE
Strike a pose as if you’re the subject of a drawing and this is your backdrop. How can your body communicate a story or a feeling? Photograph the results. Use this photo to make a new drawing, exploring how the background and figure interact. Rather write? Write yourself a letter about what’s growing in your life. Consider what habits or ideas you’d like to weed out and any new ones you’d like to plant. What conditions will help you thrive?

Discussion + Questions
• What is a garden? How are gardens different around the world?
• What does a space look like that is both urban and natural?

Additional Play + Create Prompts
• Create a personalized paper print by stamping with flowers, leaves, twigs, and other found natural objects.
• Create a piece of art that describes your perfect day. To expand the project, take an excerpt from the story and transcribe it onto a planter or vase, then paint the piece.

Artist Links + Resources
• Artist website: https://www.julialipovsky.com/
• Instagram: https://www.instagram.com/julipovsky/?hl=en
• Interview with Cincinnati Magazine: https://www.cincinnatimagazine.com/article/artist-julia-lipovsky-masters-the-creative-casual-look/
MEET THE ARTIST
Abby Peitsmeyer is a Cincinnati artist exploring contemporary object design and fabrication through playful studies of color, material, form, and arrangement. Investigating new methods and collaborating with other creators is an important part of her process. Her lifelong wandering imagination and love for vibrant colors is only recently manifesting as a working art practice, and the Land of Pastabilities for the CAC UnMuseum was a dream project. Abby hopes to continue creating joyous work and encouraging the magic that happens when we embrace authentic traits within ourselves and in one another.

PLAY
See, touch, twist, wiggle, giggle, squish, imagine, excite, simmer, delight....

What if you weren’t confined to a box—no rules to limit your thoughts?

Do you, like only you do. Even play with your food! Only you can shape how to play—who to be. Pastas are fascinating and fun because they’re unique from one to the next, and so are we. Everyone experiences and interacts with the world in their own wonderful way. Go ahead, noodle around, and discover endless pastabilities.

DISCOVER
The Land of Pastabilities is a wondrous and inclusive space for joy and play that celebrates neurodiversity and welcomes uninhibited individuality. Neurodiversity means that people
experience and interact with the world around them in different ways. There is no one “right” way of thinking, learning, and behaving, so use your noodle in a way that’s uniquely you! This colorful pasta play-place came about through curiosity and discovery. The artist was inspired by the possibilities that come from thinking, teaching, encouraging, and being different from one another. Great minds don’t think alike, and every noodle takes time to take shape. That’s why we wiggle around a bit and see what sticks. Anything is pastable!

**CREATE**
Find the farfalle on the wall. Spin them around, but don’t farfalle on the ground! A spectrum of colors makes the world profound.

Hang out under the pasta and wiggle like a noodle, strike a pasta pose! Yours is unique, like no other knows.

Take a roll in the bowl. Holy moly, ravioli! It’s what’s on the inside that makes you oh so good.

How can you show people in your life that it’s cool to celebrate differences?

**Discussion + Questions**
- Think about the different textures of the work. Consider how they look and how they look like they’d feel.

**Additional Play + Create Prompts**
- Create your own assortment of rainbow-colored pasta using this simple DIY technique:
  - pour pasta into a large plastic ziplock bag
  - add 1:1 ratio of rubbing alcohol or vinegar plus food dye of choice into the bag
  - close bag and shake, letting soak for 15 minutes
  - pour wet pasta onto a tray and spread out to dry

- Create a mosaic using model magic and a variety of pasta

**Artist Links + Resources**
- Instagram: [https://www.instagram.com/lightbright__studio/?igshid=Zjc2ZTc4Nzk%3D](https://www.instagram.com/lightbright__studio/?igshid=Zjc2ZTc4Nzk%3D)
- Virtual Portfolio: [https://www.behance.net/abbypeitsmeyer/projects](https://www.behance.net/abbypeitsmeyer/projects)
SUNNY SIDE UP: A COMMUNITY MURAL, BY ANISSA LEWIS AND YOUNG ADULT TEAM, 2022

MEET THE ARTIST
Anissa R. Lewis is an artist whose work is heavily informed by her community and neighborhood in Covington, KY. Her work is shown nationally, and she speaks on community engagement and social justice nationally and internationally. Her lifelong dream is to play a giant Connect Four in an open lot with her neighbors. Young Adult Collaborating Team: Zandra Docken, Sophia Hamilton, Haley Haynes, Madison Hughes, Dev Long, and Ella Morris

PLAY
Think about the questions they pose to you. What are you getting? What are you giving? What do you think makes a healthy community? Use the chalk and chalkboard to share your answers.

DISCOVER
What does community mean to you? There are as many answers as people who share spaces and experiences. A community is full of reciprocal relationships. We shape our community, and our community shapes us. Anissa Lewis and the young adult team considered what they thought would be most important for a healthy community. They created a scene inspired by
Lewis’ work and filled an empty lot with vibrant, imaginative dreams and possibilities. The artists found they all wanted deeper connections to nature, family and friends, and hope for the future for all. How can we work together to make that happen?

CREATE
Can you create a work of art that represents what community means to you? What materials would you use? What kind of actions can you take in your own community? How does your community influence you? How do you influence it?

Discussion + Questions
• Who are the members of your community?
• What is your community known for?
• How do people work together as a community?
• What did your school, house or neighborhood look like before there were buildings there? What will it look like in the future if that same space is abandoned?
  o How does nature change over time? How do manmade objects change over time?
  o How do humans impact nature? Is this impact positive or negative?

Additional Play + Create Prompts
• Create a work of art that represents what community means to you. What materials will you use?
• Draw a map of your community. What are the important places for visitors to know about? Be sure to include your favorite places and places that include your own personal narrative (i.e. your house, your school, the place you learned to ride a bike, where you lost your first tooth, etc.). Be creative with your map and think about the design. Maps do not need to include everything.
• Have students create a sensory poem inspired by the layered architectural histories of their home, neighborhood, and their own memories.

Artist Links + Resources
• Artist website: https://www.anissalewis.com/
• Artist Talk with Ohio Arts Council: https://www.youtube.com/watch?v=ntj2VvETRIY
MEET THE ARTIST

Karen Saunders is a multidisciplinary artist and educator who hopscotched across the Midwest before landing in Cincinnati. She has a BFA from the University of Wisconsin-Milwaukee and an MA from Miami University of Ohio. Saunders is known for her interactive sensory installations, using wonder and awe to think about what it means to be human in our world. She really does not know how to swim, but she loves the buoyant joy of being in the pool with her synchronized swim team.

Acknowledgments...

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And to Zaha Hadid, the Contemporary Arts Center’s amazing architect, for designing awing spaces that inspire me and let my work soar.

PLAY

The artist uses wonder and awe to interact with the viewer. Where do you see examples of that?

How does this space interact with the architecture of the building and city outside?

How many senses can you use to interact with this installation?
DISCOVER

*Buoyant* explores the idea of being resilient in an ever-changing world. What does it mean to be resilient? It means overcoming obstacles. One way the artist has conquered obstacles is by participating in a synchronized swim team. But doesn’t swim, she floats. It’s almost impossible for her to stay on the bottom of the pool. Just as we fill our lungs with air to help us float and rise, Saunders’ sculptures are filled with air to do the same.

CREATE

How are you buoyant? Are you physically buoyant? Are you buoyant in mood?

How are you resilient? What ways have you overcome difficult situations?

Take a photo that shows how you or others interact with the space. Bonus points if you then illustrate it using your senses. #buoyant #cincycac

Discussion + Questions

• How would you create a space for daydreaming and playing at home?

Additional Play + Create Prompts

• Create an analog viewfinder. Think about where you might install a viewfinder in your house. Instead of cutting a hole, draw what you imagine you would see through your viewfinder at home and install this drawing there. Ask your family to contribute drawings about what they imagine. Take turns hanging these drawings. (Courtesy of The Mattress Factory, Pennsylvania)

Artist Links + Resources

• Artist website: https://www.karensaundersartist.com/
• Instagram: https://www.instagram.com/karensaundersartist/
VOCABULARY/ KEY WORDS

Awe
Buoyant
Community
Flourish
Reciprocal
Resilience
Site Specific
Sustainability

Themes

Community
Collaboration
Experimentation
History
Hope
Identity
Play
ADDITIONAL LESSON PLAN IDEAS

1. Many of the artists in the UnMuseum created their work through teamwork and collaboration. Divide your class into groups of 4-5 students and challenge them to “design” their own museum diorama. What would their museum put on exhibit? Would there be interactive elements?

2. Many of the artists in the UnMuseum use their work as a way of sharing or discovering their identity. Through collage, students can create self-portraits using magazines. Here are some questions that to help students consider various aspects of their self:
   a. How do you relate to your social and physical environment?
   b. Does your culture impact how you interact with the world?
   c. What roles does art have in your everyday life?

3. Develop a mindfulness practice as a class. Set a time during each class period to practice the routine. Have students journal about their mindfulness experience and how it affects their ability to participate in class.

LEARNING STANDARDS

Common Core Standards
http://www.corestandards.org/

Ohio Common Core Links
http://education.ohio.gov/Topics/Learning-in-Ohio/OLS-Graphic-Sections/Learning-Standards
http://education.ohio.gov/Topics/Learning-in-Ohio/Fine-Arts/Fine-Arts-Standards

Kentucky Common Core Links
https://education.ky.gov/curriculum/standards/kyacadstand/Pages/default.aspx
https://education.ky.gov/curriculum/standards/kyacadstand/Documents/Kentucky_Academic_Standards_Arts_and_Humanities.pdf

Indiana Standards Links
https://www.doe.in.gov/standards
https://www.doe.in.gov/standards/fine-arts-dance-music-theatre-visual-arts

Aesthetic Perspectives: Attributes of Excellence in Arts for Change
http://www.animatingdemocracy.org/aesthetic-perspectives