Crocker All-Stars: Top Ten List Map (First Floor)
Suggestions for Enjoying the Top Ten

Before your visit, begin by looking through our collection on crockerartmuseum.org, which includes images of seven of the ten All-Stars along with descriptions. Other helpful information can be obtained using a search engine, entering key words such as an artist’s name, a style of painting, and so on. A map of the Museum can help you plan your visit. If you’re able to preview the artworks in person, that will be invaluable.

Here are a few specific suggestions for the artworks that might help as well.

1. **Rapunzel #10** The artist Jennifer Steinkamp has a very informative website. You and your students might review the story of Rapunzel. Possible questions:
   - Does this artwork surprise you?
   - How is it different from other artworks?
   - What kinds of patterns do you see, in the images and in the movement?
   - Why do you think the artist named this artwork after the character Rapunzel?

   Possible activity: Have students suggest titles for this artwork before you tell them what it’s titled.

2. **Spirit Canoe** Called Ancestor Canoe on the website. The vertical lines on the canoe were believed to make it go faster.
   - Do you think this was used as a real canoe?
   - Are the figures you see animals or people?
   - What might they represent?

   Possible activity: Stay put, but look at the other Asmat items in view and notice the similarities in color, material, and style.

3. **African headrests** This is a collection rather than a single artwork, providing a good opportunity to compare and contrast. An online search yields a wealth of information and images. Possible questions:
   - What kinds of lines and shapes do you see?
   - How are these objects the same? How are they different?
   - How are they similar to and different from objects we use?

   Possible activity: Have students pair up to play “I Spy” with just the headrests as a way to focus on details.
4. **Portrait of My Father** Stephen Kaltenbach is a local artist with other artworks viewable in Sacramento. Possible questions:
   - How are shapes and colors used in this painting?
   - Why do you think it’s so large?
   - How do you think the artist feels about his father?

Possible activity: Have the students sit on the floor and quietly imagine what the man might say. You could invite a few to share. Note: The works in this gallery may depict subjects your students don’t usually see. Be prepared to calmly address their reactions.

5. **Progress II** Give students a moment to walk all the way around to view this artwork. Possible questions:
   - What material was used for this sculpture?
   - How would the artwork be different if a different material had been used?
   - How did the artist show movement?

Possible activity: The room containing this sculpture could be a good place for the second activity in the Gallery Games list.

6. **Great Canyon of the Sierra, Yosemite** This painting traveled from Boston to New York to San Francisco before settling permanently in Sacramento. A nearby QR code leads to more information about Hill and his art. Possible questions:
   - How many people can you find in this painting?
   - How do they provide a sense of proportion?
   - Have you been to Yosemite?
   - How do you think the artist felt about Yosemite? Did you feel that way too?

Possible activity: Have each student think of three adjectives that describe this scene. On your signal, they share and compare words with a partner.

7. **Allegory of Painting** An allegory is a story, poem, or picture that can be interpreted to reveal a hidden meaning; it is full of symbols. This painting combines portrait art with allegory, with the woman representing the art of painting and the imaginary figure of Cupid holding a portrait of the artist. Possible questions:
   - How would you describe the colors and the textures you see?
   - What helps this painting look realistic?
   - What adds a sense of imagination?

Possible activity: Consider using the first activity in the Gallery Games list.
8. **Suit of Armor and Helmet** Unlike the others on the list, this is a piece of art intended to be worn. It comes from Japan and is made from several different materials, so it is an example of actual rather than implied texture. Possible questions:
   - What are some details you notice?
   - Why do you think the artist made the armor so decorative?
   - What else do you know about Japan?

   Possible activity: There’s not a big space in front of this display, so consider dividing your students into small groups to take turns getting a close look at several of the artworks in this gallery.

9. **Sunday Morning in the Mines** This is one of seven works the Crockers purchased from Nahl, all of which are on view in the Museum. Nahl and his family traveled from their homeland of Germany to join the California Gold Rush and settled in Sacramento. Possible questions:
   - Notice the two halves of the painting. What divides them? How are they different?
   - What information about the people can you learn from the objects you see?
   - What do you notice about the frame?
   - If you could enter this painting, what do you think you would see, hear, smell, feel, and taste?

   Possible activity: Invite a student to pose like a person in the painting, and have the others guess who she represents. Repeat as time allows.

10. **The Crocker Ballroom** Architecture is a form of art, and this is a beautiful example. It’s also a nice place to end your tour, and a good room for sitting and reflecting on your experience. Provide information about the people, the history, and the features of the room. (There is a very informative label near the door.) Point out some of the architectural elements such as the niches, columns, windows, and arches, and materials such as tiles, paneling, and glass. Remind the students about Museum Manners and allow them to explore the space, encouraging them to look in all directions. Possible questions:

   - All of the elements of art and principles of design are on view here; ask your students to find examples.

   Possible activity: Provide clipboards, paper, pencils, and time for sketching, allowing the students to move to different areas of the room to study selected features.
You don’t need any special training to teach your students to appreciate art. Look at an artwork together, and have a conversation. Here are a few suggestions to help you feel confident.

**A little knowledge goes a long way.** If you have the chance, learn a little bit about an artwork you’ll be discussing. Much of the most important knowledge comes from taking a careful look at the artwork yourself. You can also read up on the artist, the subject, the style and other artistic considerations. You might even read some analysis and opinions, but don’t let them daunt you.

**Ask questions and respond to your students’ cues.** Be ready to facilitate the discussion with a few well designed questions, and then listen and respond to what your students say. Ask follow-up questions based on their responses. Encourage your students to ask questions too, and try not to jump in too quickly with an answer. Responding with, “That’s a good question. Does anyone have an idea about that?” keeps the discussion going and leads to an enriching experience for everyone. And don’t be afraid to say you don’t know the answer - facts can always be found later, if needed, and sometimes the “answer” is a matter of opinion, which everyone can share. You may want to ask your students, “How can we find the answer to that question?”

**Play safe.** Be sure your students know the difference between facts, which can be right or wrong, and opinions, which are all equally valid if they’re backed up. Put an immediate stop to any comments that belittle someone else’s ideas. Disagreeing is fine, but being disagreeable is not.

**Don’t feel you have to go deep.** We often think we have to search for profound meanings and “see beyond” to find the artist’s hidden purposes for an artwork. That can be interesting and even exciting, but it can also be intimidating and off-putting for many people. Beginning readers don’t start with Shakespeare; learning to look at art is a skill that develops with practice and experience, and it’s never too early or too late to begin.

**Follow a simple pattern.** One tried-and-true method for discussing an artwork follows this pattern:

- Describe • Analyze • Interpret • Judge • Connect

The following pages detail each of these actions and provide some sample questions. Try this method during your next art talk.
Henry David Thoreau said, “The question is not what you look at, but what you see.” Use the pattern below to help you and your students look and see.

1. **Describe** The first step is to tell what you see, including the elements of art. Find them in the “Glossary of Art Terms.” Cognitive actions include identifying, naming, listing, recognizing, remembering, etc. **Sample questions might be:**
   - What are some items you see in this painting?
   - What colors do you see?
   - Describe the lines or shapes.
   - Is the scene indoors or outdoors? What in the painting makes you say that?

2. **Analyze** Next, consider the principles of design, also found in the Glossary. Cognitive actions include comparing, inspecting, studying, applying, etc. **Sample questions might be:**
   - What catches your eye?
   - What gives variety to the artwork?
   - Is there a feeling of balance? What in the painting makes you say that?
   - How does the artist suggest movement?

3. **Interpret** Begin to put your imagination to work. Cognitive actions include predicting, inferring, extending, conjecturing, etc. **Sample questions might be:**
   - Do you think this artwork took a long time to create? What makes you think that?
   - What do you think happened right before the moment in this painting? What might happen next?
   - Why do you think the artist chose this subject?
   - If you were a person in this artwork, how do you think you would feel?

4. **Judge** Develop some informed opinions about the artwork. Cognitive actions include evaluating, concluding, justifying, summarizing, etc. **Sample questions might be:**
   - What do you like or dislike about this artwork? Why?
   - Are the elements of art and principles of design used effectively? What makes you say that?
   - Would you change anything about this artwork?
   - Does this artwork belong in a museum?

5. **Connect** Establish some context for the artwork, with you personally and with the world at large. Cognitive actions include relating, associating, applying, contextualizing, etc. **Sample questions might be:**
   - What other artworks or personal experiences does this artwork make you think of?
   - What was happening in the world when this artwork was created?
   - Does learning about the background or the artist change your first reaction to the piece?
   - What special knowledge and skills did the artist need to create this artwork?

Every artwork will suggest its own specific questions. Be ready for them!