



Lesson: Exquisite Corpse

Ages: 7-18

Projected time: 15-20 min

Supplies needed: Pencils, Paper, Colored Pencils or Markers. Optional: Timer or clock

Project Intro: This collaborative drawing game was invented by Surrealist artists about 100 years ago. This collaborative game was invented by Surrealist artists in the 1920s! The word 'corps' just means body in French, and refers to live people – so let's draw collaborative bodies! This game can also be done with writing (short stories or poems work well). Each person will draw a head, middle and tail or legs – and everyone works at the same time so each time you switch you'll always be drawing. Hide your drawings from one another as you draw, so when the art is opened up at the end it's a surprise. You can see a tutorial for this project here: <https://www.youtube.com/watch?v=9tdakQuiBs0&t=19s>

Artist or Medium Reference: In the 1920s a group of artists called the Surrealists started working on art that focused on dreams and the imagination. Surrealists invented many drawing games, including 'automatic drawing' and 'exquisite corpse' (instructions below). Artists all over the world have used this type of artistic exploration, and have been inspired by surrealism. Look at the painting below, by Remedios Varo (1908-1963) who was a Spanish Surrealist artist who worked in Spain, France, and Mexico. What is going on in this picture? More information about drawing games and surrealism: <http://www.lacma.org/sites/default/files/DrawingLessonPlans.pdf> , <https://www.tate.org.uk/kids/make/paint-draw/draw-surreal-creature>

Vocabulary:

Surrealism is an art movement from the 1920s which focused on imagination and dreams.

Collaboration is working together on something, in a group of two or more.

Project steps:

Step 1: Fold a regular piece of paper in thirds, like a pamphlet.

Step 2: Each person starts with one piece of paper, and starts drawing a head in the top section. Hide your artwork while you work, sit far apart if it's hard not to look at each others

drawings. Draw any kind of head you want! Some examples are: animal heads, bird heads, people heads, monster heads, reptile heads, fish heads, etc. Draw for about 5 minutes.

Step 3: When you finish your section make sure two of your lines go all the way to the bottom of the section and over the crease a little bit. This way the next person knows where to start their drawing. Make sure everyone is done before you trade drawings.

Step 3: Turn your drawing over and make sure you can see those lines you drew up over the end of your head drawing. Trade drawings! Make sure not to peek while you trade.

Step 4: Now that you have a drawing you didn't start drawing a middle in that blank section! Any kind of middle at all will work. Some examples: bird, lizard, frog, bear, person, cat, dolphin, tree, etc.

Step 5: When you're done drawing make sure two of your lines go up to the bottom of your section, and over the edge a little bit. Wait until everyone is done to trade drawings.

Step 6: Turn your drawing over so the blank section is showing, you may need to fold the top under the next section but don't tell if you accidentally see it. Make sure you can see those two lines you drew over the side of your section.

Step 7: Give the paper you were drawing to the next person, it can be the first person if there are two of you doing this project. Once you've traded you can start drawing any kind of feet, tail, legs, or bottom section. Examples can include fish tails, human feet, octopus tentiles, kangaroo feet, tree roots... really anything will work.

Step 8: Wait for everyone to finish... then open up the drawings! These part is so funny! It's really hard to tell what the other people have drawn and there are always wonderful and weird surprises at the end of this game.

Play it as many times as you want!!!



People as young as 7 have a super fun time with this!



Remedios Varo, Shadow Man, 1963