

## Art Merit Badge Requirements

This program is three to four hours long, so be sure to pack a snack and water for your scout. Because scouts work at an individual pace I cannot be sure when the program will end. I am available for the whole 4 hour timeslot, though some scouts may finish in 3 hours or less. Make sure you have a plan if your scout should finish early.

Bring to class:

1. **PRE-WORK - listed in red and bold**
2. Snack/drink
3. Blue card
4. Favorite brush or pen (optional) for #4

**What is Prework?** Merit Badges in general are not designed to be completed in an afternoon; there is some work the scouts need to do outside of the workshop to complete the badge. We call this **prework**. We suggest completing prework prior to the badge program date, but realize this is not always practical or possible. In these cases we will, if requested, sign partial cards and accept the assignments after the program. We ask that you bring/send back all the work and the blue card together in order to sign off on the blue card all at once.

### **Important information about how to prepare for a merit badge program at Huntley Meadows Park.**

Parents, please review the content of a merit badge prior to registering your scout: some badges may be challenging for younger scouts. Also, the class discussions are more interesting if scouts review *all* the requirements for the badge before the program. The chances of your scout completing all the work for the badge increases dramatically when he is properly motivated and the badge content is age-appropriate.

Merit badges are not designed to be completed in a day and require independent work on the part of the scout outside of the workshop. We call this PREWORK. We suggest this is done prior to the badge program date, but we realize this is not always practical or possible, in these cases we will sign partial cards and accept the assignments after the program.

Merit badge programs can be from 3 to 5 hours long, so be sure to pack a snack and water for your scout and that he is dressed appropriately for being outdoors for some or all of the program.

Though not required, Scout workbooks are very useful and we prefer that scouts use the workbook during the program. Workbooks can be found at:

[http://meritbadge.org/wiki/index.php/Merit\\_Badge\\_Worksheets](http://meritbadge.org/wiki/index.php/Merit_Badge_Worksheets) .

About blue cards: WE DO NOT HAVE BLUE CARDS. Please bring an *authorized* blue card with you to the program. **Your troop scout master should be consulted prior to attending any merit badge program and he or she will sign the front of the card.**

#### **DURING CLASS WE WILL FULFILL THESE REQUIREMENTS**

1. Discuss the following with your counselor:

- a. What art is and what some of the different forms of art are
- b. The importance of art to humankind
- c. What art means to you and how art can make you feel
2. Discuss with your counselor the following terms and elements of art: line, value, shape, form, space, color, and texture. Show examples of each element.
3. Discuss with your counselor the six principles of design: rhythm, balance, proportion, variety, emphasis, and unity.
4. Render a subject of your choice in FOUR of these ways:
  - a. Pen and ink,
  - b. Watercolors,
  - c. Pencil,
  - d. Pastels,
  - e. Tempera,
  - f. Charcoal

(above list of ways of rendering a subject are the options available at site as these are the supplies are covered in your class fee and will be provided. Scouts are welcome to bring their own brushes or pens to work with, if they prefer the following: Oil paints, Acrylics, Computer drawing or painting)

5. Do ONE of the following:
  - a. Design something useful. Make a sketch or model of your design. With your counselor's approval, create a promotional piece for the item using a picture or pictures.
  - b. Tell a story with a picture or pictures or using a 3-D rendering.
  - c. Design a logo. Share your design with your counselor and explain the significance of your logo. Then, with your parent's permission and your counselor's approval, put your logo on Scout equipment, furniture, ceramics, or fabric.
6. **\*PRE-WORK\*** With your parent's permission and your counselor's approval, visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop. Find out about the art displayed or created there. Discuss what you learn with your counselor.
7. **\*PRE-WORK\*** Find out about three career opportunities in art. Pick one and find out the education, training, and experience required for this profession (please do this beforehand). Discuss this with your counselor and explain why this profession might interest you.

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