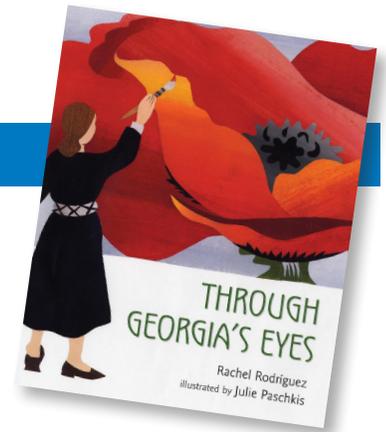


Through Georgia's Eyes

RIF EXTENSION ACTIVITIES FOR EDUCATORS

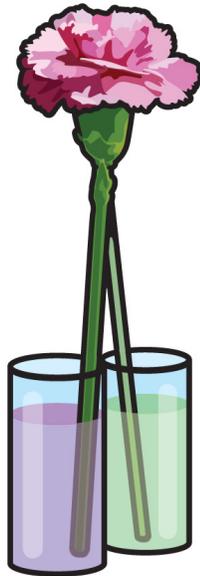
STEAM-THEMED: SCIENCE, TECHNOLOGY, ENGINEERING, ART, MATH



SCIENCE, MATH COLORFUL CARNATIONS

Materials: white carnations, two plastic jars per group, water, food coloring, measuring cup, scissors

For each small group, cut a carnation stem lengthwise from the bottom up halfway to the flower. Have students measure and pour 1/2 cup water into each of the jars. Let each group decide which two colors of food coloring to use. Add a different color to each jar. Place the jars next to each other and put one half of the flower stem into each jar. Observe and record the changes to the petals. How did the flower change and why? How do you think Georgia O'Keefe would have seen your flower?



TECHNOLOGY, SCIENCE, ART THE BIG PICTURE

Materials: magnifying glasses, various plants and leaves, paper, pencil

Let students use a magnifying glass to help them examine different parts of a plant. After observing the different plants, have each student choose one part of one plant to magnify and draw on paper. Have other students try to guess which part of the plant has been magnified.



ENGINEERING, SCIENCE, MATH

NATURAL ENGINEERING

Did you know that, like artists, some engineers observe nature for inspiration? Check out this article: www.wired.com/wiredscience/2011/08/biomimicry-gallery. Have your students make observations while on a nature walk. How could the animals and plants they see help to build or strengthen a structure? How can animals help us learn how to build an object that moves faster or more efficiently? Brainstorm as a group after your walk.

ART, TECHNOLOGY THE POWER OF PAINT!

Students can visit www.sumopaint.com/start/ to create their own inspired masterpieces. Provide pictures of Georgia O'Keefe's paintings for students to draw inspiration from if desired.



MATH FROM LEAST TO GREATEST

Georgia was known for taking small objects and then painting them in detail on large canvases. Have some math fun by having students choose a small number and see how big they can make it! For example, for the number 2, a student might use $2+2+2+2+2$, show 2 growing on a number line, draw a picture of 2 objects and continue to grow the objects by 2's, build a model with 2's of something, etc.

