



STUDENT COMPETITION GAMES, GIZMOS & TOYS • THE WALTERS ART MUSEUM

Inspired by **WALTER WICK**, author of **CAN YOU SEE WHAT I SEE?** and co-creator of the **I SPY** books

Feeling creative? Feeling innovative?

Enter the Games, Gizmos & Toys Student Competition, being held in conjunction with the exhibition *Walter Wick: Games, Gizmos & Toys in the Attic*, September 19, 2010–January 2, 2011 at the Walters Art Museum. Walter Wick is the renowned photographer and children’s book author of the *Can You See What I See?* series and co-creator of the *I Spy* book series.

What’s the Project? Have a student team create one of the following:

A DIORAMA The pictures you see in Walter Wick’s books are photographs of carefully constructed model sets. Wick initially lays out his ideas in a sketch and then builds his sets piece by piece. See how he constructed the castle for *On a Scary Scary Night* by going to http://walterwick.com/cys_sn_hill_bts.htm. Construct your own diorama inspired by the work of Wick.

or **A KINETIC MACHINE** Create a kinetic machine that can perform a simple task in ten steps or less similar to Walter Wick’s “Balloon Popper” as seen in his book *I Spy School Days*. He wrote: “I love gadgets and gizmos. The idea for *Levers, Ramps, and Pulleys* was to make a whimsical balloon popping machine out of ordinary toys. Because the theme of this book was ‘School Days,’ I used the kind of toys found in a typical classroom. I wasn’t sure what to do at first. With the toys piled on a table, I began to experiment.” To see the *Balloon Popper* in action go to http://walterwick.com/ispyschool_bts.htm.

Your Project Should...

1. Address one of the themes found in Walter Wick’s books such as illusions, puzzles, games, toys, optical tricks, etc. Your project could also be a diorama or kinetic machine that does tasks, such as Balloon Popper. For ideas, go to www.walterwick.com.
2. Use materials in a creative and innovative way.
3. Integrate at least two different disciplines (i.e. art and science).
4. Demonstrate your students’ use of 21st century skills: Critical Thinking and Problem Solving, Creativity and Innovation, Communication and Collaboration, Visual Literacy, Scientific and Numerical Literacy, Cross-Disciplinary Thinking and Basic Literacy.
5. Include an artist statement describing how your class came up with their idea, process, and 21st-century skills used in 75 words or less.
6. Include a label with school name, grade level and teacher’s contact information including name and email address.

What You Need to Know:

1. Cost for supplies cannot exceed \$25. Found objects are encouraged.
2. Size cannot exceed 3’x5’ tabletop.
3. Must be transportable. You are responsible for setting up and dismantling.
4. Due to museum restrictions, projects cannot include water, live animals, fire, live plants, dirt or food. If you chose to use these materials, you may do so in your school however if you are chosen to display your work at the museum, they may not be included.
5. All participants must be available on October 23, 2010 to participate in our Family Festival of Wonders (*Walter Wick will be there*). The winner and runner-up for each category will have the opportunity to display their project on our Sculpture Court.
6. Images of projects must be submitted to schoolprograms@thewalters.org (*photo or video*) by October 11, 2010.
7. By submitting your project, you are allowing the Walters to use your material on our website and other marketing materials.

Who Can Enter?

Students, Pre-K through 12th grade can enter as a team in the following categories: Pre-K – K / 1-2nd grade / 3-5th grade / 6-8th grade / 9-12th grade

Award Selection and Prizes:

Award winners will be notified by email on or before October 15, 2010.

Projects will be judged by experts from local museums. Judges will consider how the project reflects the grade of the applicant’s category.

All participants will receive a certificate of participation signed by Walter Wick.

Grand prize winners and runners up will be selected for each grade category. In addition to a team trophy, the grand prize winner will also receive a collection of signed Wick books for their classroom. All participants will receive a certificate signed by Wick.

Deadlines:

Please send your intent to submit a project by September 20, 2010. Go to teachers.thewalters.org to fill out the form and submit electronically.

Final projects must be submitted in digital format by October 11, 2010.

The Walters Art Museum

600 North Charles Street
Baltimore, Maryland 21201
410-547-9000 | www.thewalters.org
For questions, please contact schoolprograms@thewalters.org

**THE WALTERS ART MUSEUM
GAMES, GIZMOS AND TOYS STUDENT COMPETITION**

Intent to Submit Project

This form must be received by September 20, 2010.

Please read the details of the project before submitting.

School Name _____

School Address _____

School Phone number _____

Teacher Contact _____

Teacher Phone number _____

Teacher Email _____

School County _____

Please check one of the following:

- Pre-K-K
- 1-2nd grade
- 3-5th grade
- 6-8th grade
- 9-12th grade

Please check one of the following:

- Public
- Private
- Parochial
- Homeschool

In 25 words or less, please describe the project you plan to submit:

For questions, please contact schoolprograms@thewalters.org.

FRONT, IMAGES LEFT TO RIGHT

SKY HIGH from *Can You See What I See? Dream Machine*, 2003,
pigmented inkjet photograph, 60" x 36", Sky High © 2003 Walter Wick

YIKES! from *I Spy, Fantasy*, 1994,
pigmented inkjet photograph, 60" x 36", Yikes! © 1994 Walter Wick

IN A SCARY SCARY CASTLE from *Can You See What I See?*
On A Scary Scary Night, 2007,
pigmented inkjet photograph, 50" x 30", In a Scary Scary Castle © 2007 Walter Wick

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Walter Wick: Games, Gizmos and Toys in the Attic is organized by the New Britain Museum of American Art.