

ART GAMES

General Objective

The objective of this practical sheet is to introduce ways to use famous artists and their creations to create games to help individuals with disabilities to engage and better understand art in general.

In this practical sheet, you will:

- ✓ Find out about online tools to create various art games.
- ✓ Ways to use them for people with disabilities.

You will need:

- ✓ Access to internet and a device with capabilities for storing information
- ✓ Paper and pencils/pens, scotch tape, pairs of scissors, colored pencils
- ✓ Printer

Challenges and issues

Using games for people with SLDs is a great way to help them to be active and involved during an educating session. Studies show that the use of games combined with cooperation among the students offer many benefits:

- Communication is the most obvious. The games help improve language development as the students are encouraged to talk.
- Conflict Management Skills. The games encourage students to work out issues and resolve issues on their own.
- Cognitive Skills. They can develop critical thinking in a fun way and try out new ideas.



- Decision Making Skills. Students work together to make joint decisions. Knowing that their decisions will affect the whole team not just themselves.
- Cooperation. The games encourage students to cooperate with and encourage others.

Games are a good way to have students to avoid boredom during an educational session where they are just observers and they do not have an active role in the learning process. When they participate they can absorb in a better way the given information through a more active approach.

When the use of game like methods are used against the traditional methods of learning and testing (like quizzes and tests), the student is allowed to better understand the information given through practice and they can increase their skills and knowledge through repetition. It is well established that games help improving understanding and withholding information.

Adaptation

A technique often used in games is to divide the learners into small teams. Doing this we can have them to work as a unit, as a team, in order to try and achieve a given goal. This is a great way to give them a way to sharpen their skills. Games can be especially effective in their use in topic areas that otherwise might be considered quite boring by the attendees.

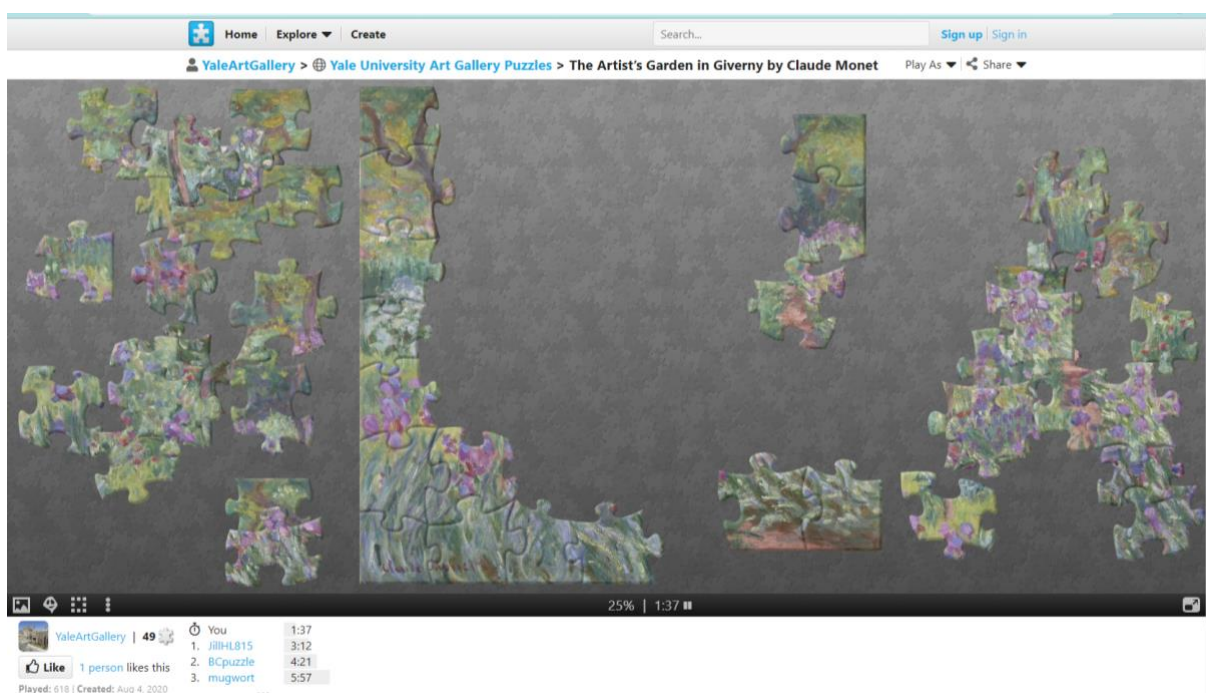
A very fun game that a small team or a student by himself can participate, is the classic puzzle game. But in this case we use an art piece as the puzzles subject. Puzzles are great games that help reinforce existing connections between our brain cells.

It also increases the generation of new relationships. This, in turn, improves mental speed and thought processes. When solving a puzzle, we have to look at different pieces and figuring out where they fit within the larger picture.

Doing this regularly helps improve our visual-spatial reasoning. When you're trying to solve a puzzle help us attention to detail is crucial. You need to train your eyes to pick out slight differences in colour or shape that will help you put everything together.

There are many online puzzle games that can be utilized for an art game session. Using art subjects, like famous paintings is a way for the participants to learn a little more about the art piece itself. Finding information for the creator, the technique used to create the painting and many more.

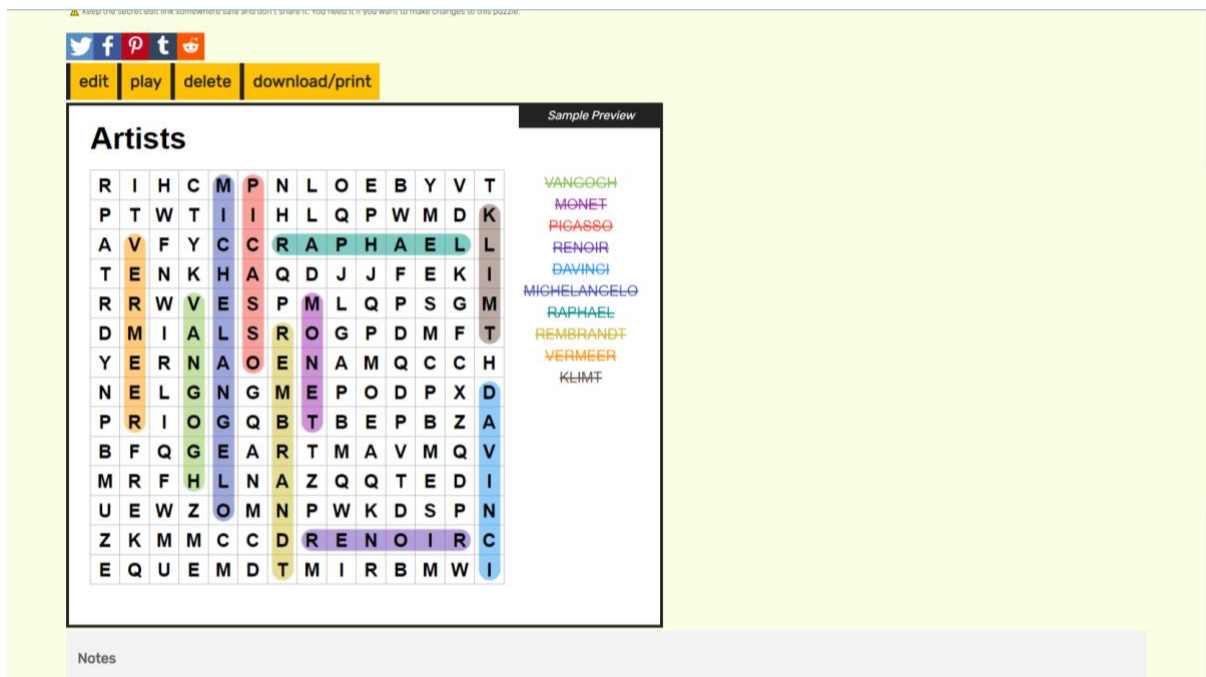
A great example is the Yale's Art Gallery puzzles that is provided online as shown in the image following:



Another example is word search puzzles. The use of word search puzzles in groups of students with SLDs is a great way for learning and retention of knowledge. Activities involving crossword puzzles and word searches can reinforce skills taught in intervention (e.g., spelling patterns, vocabulary).

These puzzles should not be timed to make the game experience more comfortable for the participants. Crossword puzzles are a great way to build or reinforce vocabulary and, always, these should be done at a level where a student can achieve success.

You can use artists' names or famous art works like plays or book titles for words to search. There are quite a few online generators to use and produce hard copies. Again having students working in groups can make a difference in the whole learning experience as mentioned earlier. An example is given in the image following.



Practical examples and inspiration

Let's see an example of creating a word search puzzle using the <https://thewordsearch.com/> maker.

It is quite easy. From the home screen you can see all the available word search puzzles. But in this scenario we will create our own. So we can click on the top of the page the word search maker button. In the next screen we will find out some instructions as to create our puzzle.

The WordSearch Word Search Maker More Puzzles Search

Manage existing puzzles here

Title

Description

Word List
Between 10 and 30 words. Puzzles are randomly generated using a selection of your words at play time.

Subject
 Myself, family, friends etc Non-Personal (recommended)

Submit

We must fill in the title and the description fields. These are used as a quick explanation for the participants. After these two fields there is the WordList table. We can add 10 to 30 words to create our puzzle. Here we can fill the words referring to artists, their art creations and so on. We will use names of famous artists, as shown in the image below.

The WordSearch Word Search Maker More Puzzles Search

Manage existing puzzles here

Title
Famous European Artists

Description
Find the names of famous European Artists

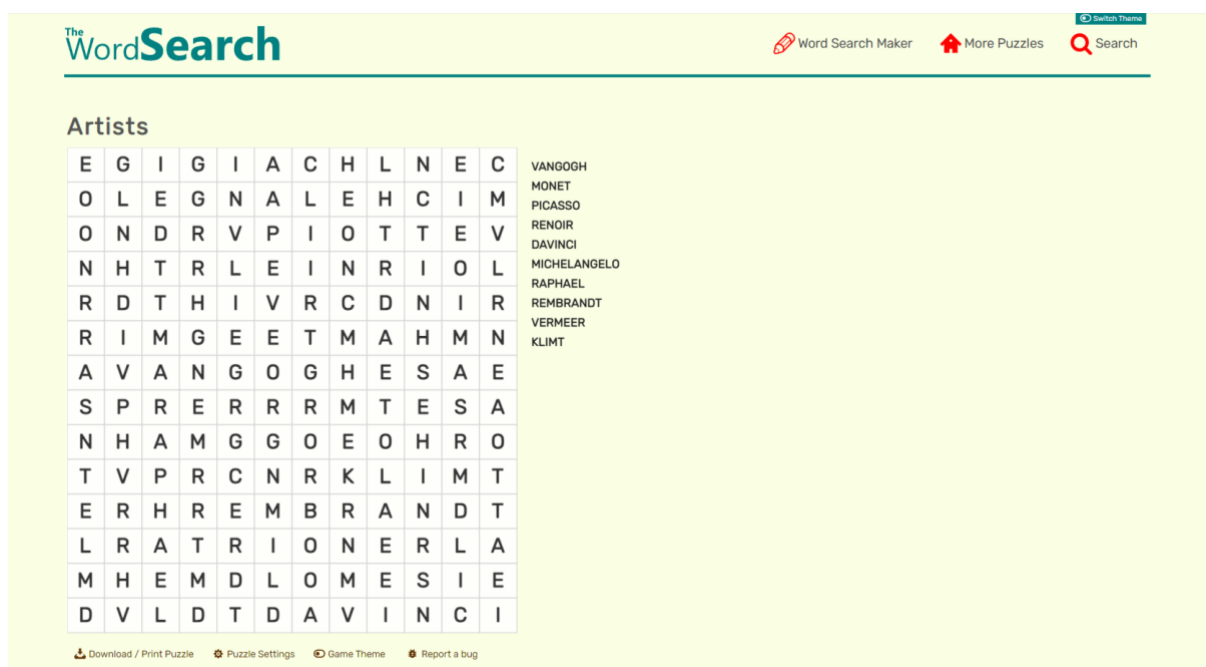
Word List
Between 10 and 30 words. Puzzles are randomly generated using a selection of your words at play time.

VANGOGH	MONET	PICASSO	RENOIR	DAVINCI
MICHELANGELO	RAPHAEL	REMBRANDT	VERMEER	KLIMT

Subject
 Myself, family, friends etc Non-Personal (recommended)

Submit

When you have filled the cells that you need choose the subject that you want and then press Submit. The Puzzle then is created and it is ready for the students to solve it.



The screenshot shows a web interface for 'The Word Search' with a puzzle grid and a list of artists. The grid is 15 rows by 15 columns. The artists listed are: VAN GOGH, MONET, PICASSO, RENAISSANCE, DAVINCI, MICHELANGELO, RAPHAEL, REMBRANDT, VERMEER, and KLIMT.

The Word Search															
E	G	I	G	I	A	C	H	L	N	E	C				VAN GOGH
O	L	E	G	N	A	L	E	H	C	I	M				MONET
O	N	D	R	V	P	I	O	T	T	E	V				PICASSO
N	H	T	R	L	E	I	N	R	I	O	L				RENOIR
R	D	T	H	I	V	R	C	D	N	I	R				DAVINCI
R	I	M	G	E	E	T	M	A	H	M	N				MICHELANGELO
A	V	A	N	G	O	G	H	E	S	A	E				RAPHAEL
S	P	R	E	R	R	R	M	T	E	S	A				REMBRANDT
N	H	A	M	G	G	O	E	O	H	R	O				VERMEER
T	V	P	R	C	N	R	K	L	I	M	T				KLIMT
E	R	H	R	E	M	B	R	A	N	D	T				
L	R	A	T	R	I	O	N	E	R	L	A				
M	H	E	M	D	L	O	M	E	S	I	E				
D	V	L	D	T	D	A	V	I	N	C	I				

You can download the puzzle so that you can produce a hard copy and you can also change the settings. You can change various settings to make the puzzle a little harder or easier for the participants.

Artists

Download / Print Puzzle Puzzle Settings Game Theme Report a bug



There is also a good hint for the online version, that if you click a word from the list on the right then the first letter will be highlighted so it is easier for the participants to locate the rest of the word.

Additional resources

<https://thewordsearch.com/>

<https://puzzel.org/>

<https://www.jigsawplanet.com/YaleArtGallery/yale-university-art-gallery-puzzles>

<https://www.dailyjigsawpuzzles.net/famous-paintings-jigsaws/>

<https://www.artgallery.nsw.gov.au/members/for-members/online/online-puzzles/>

