



7 Self Starters



Corners

1. Students stand in a group in the middle of the room
2. The teacher asks a question such as , “What is your favorite season and why?”
3. The teacher announces which corner indicates each possible answer, such as “Over here is Summer, over there is Spring, etc...” then says, “Go!”
4. Students move to their chosen corners
5. Students discuss the question under a time limit
6. The teacher asks another question, and the process repeats



Carousel

1. The teacher hangs several posters of various art topics/movements/artists around the room
2. As students enter the classroom, they can write comments/questions/etc. about two or more of the topics on sticky notes
3. Students attach their sticky notes to the corresponding posters
4. After everyone is done, the class goes on a “gallery walk” around the room to discuss several of the sticky notes on each poster.



Journal Prompts

1. As students enter the classroom, they pick from art-themed journal prompts posted around the room about which to write down thoughts/questions before jumping into their projects.

Note: tends to be more effective if music is playing in the background.



Artist Mystery

1. Each student has a famous artist's name taped to their back/posted on their forehead
2. Students must wander around the room asking other students questions to give them clues as to who their artist is.
3. Students who correctly guess their artist may take their seat.



Find the Fib

1. The teacher writes two truths and a lie each about several new (or recently introduced) topics on the board
2. Either individually or in table groups, the students write which statement they believe is the lie
3. The teacher gives the answers; introduces/solidifies topic at hand.



Kahoot!

Note: Kahoot! can be played in any class that has access to individual electronic devices and the internet

1. The teacher creates a multiple choice quiz about a certain topic
2. Students indicate their answers on their devices
3. After each question the correct answer is revealed, and students who chose correctly earn points.



Art Matrix

1. Either as a whole class or in table groups, students fill out charts constructed of boxes that indicate whether an artist/art piece/art movement has certain characteristics
2. Students defend their choices in a class discussion.