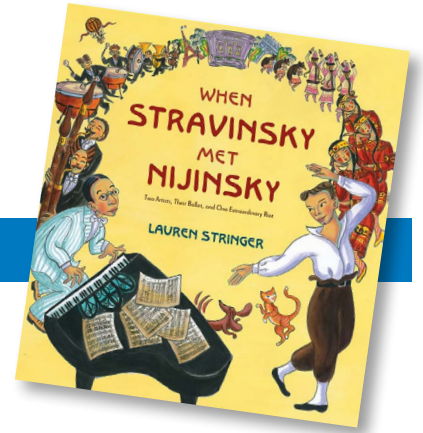


When Stravinsky Met Nijinsky

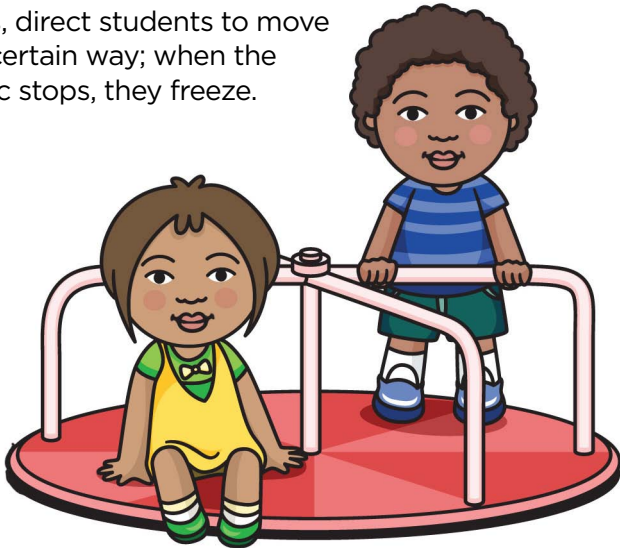


RIF EXTENSION ACTIVITIES FOR EDUCATORS

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

SCIENCE, ART FREEZE

Introduce the concept of motion with students by reviewing www.neok12.com/Laws-of-Motion.htm or www.physics4kids.com/files/motion_intro.html. Have a discussion about motion, speed, velocity, and acceleration. Ask students to demonstrate by spinning, jumping, and other movements. Have students show how to change direction and speed. Play a Stravinsky piece and have students play “freeze dance.” As the music plays, direct students to move in a certain way; when the music stops, they freeze.



TECHNOLOGY, SCIENCE, MATH SORTING

Expand on the above activity about motion.

Materials: computer/tablet, magazines that include pictures of objects

Have students search the web for various objects. Encourage students to talk with partners or group members about the force needed to make objects move. Students should use the attached **Sorting Forces** handout to create sketches of each object in the appropriate category.

ENGINEERING, ART

STRAVINSKY'S STRINGS

Have students research instruments popular in the early 20th century. Then, have them make instruments for Stravinsky's orchestra! Composers in the early 20th century experimented with sounds like typewriters, car horns, and sandpaper. Students can either design, sketch, and label an instrument that would create an interesting and unique sound or build an instrument out of scrap materials.

ART

CUBIST CREATIONS

Materials: paper, pen or pencil, markers or crayons

Cubism was an important art movement in the 20th century. Visit www.ducksters.com/history/art/cubism.php to learn more about cubism and to view example works. Create your own cubist drawing!

MATH, ART

DESIGNING DATA

Pretend you're a costume designer or set designer for a performance of *The Rite of Spring*.

Students should use the attached **Sketches** handout—plus additional paper if needed—to create their costume or set designs.



Reading Is Fundamental

SKETCHES

Costume Designer

Consider the following questions:

- ◆ How many dancers will perform?
- ◆ How many musicians will play?
- ◆ How many times will dancers change costumes?

After determining the number and type of costumes that will be needed for the dancers and musicians, make sketches of the costumes.

Set Designer

Consider the following questions:

- ◆ What is the best arrangement for the musicians to sit in?
- ◆ What are the various dance formations?
- ◆ What props, if any, will be needed?

After gathering all of this information, create sketches of how the set will look at different parts of the performance.

SORTING FORCES

Which force is required to move your objects? Sketch your objects in the correct category.

PUSH	PULL