

Be Your Own Guide

Attention Self-Guiding Students, Families, and Friends...

Welcome to **OKCMOA**! Here you will find everything you need to lead your group in exploring the Museum and talking about art together.



Connect

415 COUCH DRIVE | OKLAHOMA CITY, OK 73102

(405) 236-3100 okcmoa.com

 @okcmoa

 @oklahomacitymoa

 @okcmoa

OKC OKLAHOMA CITY
MUSEUM
MOA OF ART

OKC MOA Access

The Oklahoma City Museum of Art is committed to ensuring access to the Museum for all visitors. Please visit the Admissions Desk during your visit if you have questions or need assistance. For a complete list of programming or classes for visitors. Please visit the museum website at okcmoa.com.

VISITORS WITH LIMITED MOBILITY

The Museum has manual wheelchairs (standard and wide) and rolling walkers for visitor use available free of charge on a first-come, first-served basis. Wheelchairs and walkers are stored in the first floor coat check area. Please ask a Visitor Services staff member at the Admissions Desk for assistance. Designated accessible parking is available on Couch Drive in front of the Museum, free of charge for a maximum of two hours.

All entrances, and most public spaces, in the Museum are wheelchair accessible. An access ramp is located near the Admissions Desk. Elevators are located on each level. All restrooms are wheelchair accessible and are located on every level of the Museum, across from the elevators. There is a private restroom on the first floor in coat check.

VISITORS WHO ARE BLIND OR HAVE LOW VISION

Large print label booklets are available at the Admissions desk. Please ask a Visitor Services Associate for assistance. Select works of art are featured on the Museum's audio guide. Visit guide.okcmoa.com on your mobile device to access. Mobile devices are available to check out free of charge at the Admissions Desk. Headphones are required for listening in the galleries. Please bring your own or purchase a pair at the Admissions Desk.

Sighted Guides are available with a three-week notice to lead gallery experiences for visitors who are blind or have low vision. Please call (405) 278-8213 or email nsimms@okcmoa.com for more information or to schedule a sighted guide to accompany you during your visit. Service dogs, sighted companions, and others are welcome.

VISITORS WITH HEARING IMPAIRMENT

The Museum's audio guide content is available as digital text on your mobile device. Access the site at guide.okcmoa.com. Or, visit the Admissions Desk to borrow a mobile device free of charge.

VISITORS WITH AUTISM OR SENSORY DIFFERENCES

Noise cancelling headphones are available to borrow at the Admissions Desk. The Museum has a quiet space available for families who need a break. Please ask a Visitor Services staff member for assistance.

SERVICE DOGS

Service dogs are welcome in all public spaces at the Oklahoma City Museum of Art.

Please Remember Our Museum Guidelines

Help us protect the art, **please don't touch** and remember to **maintain a safe distance** from works of art. Look for the **black lines** on the floor in the gallery for a reminder of how far away to stand.

Photography is encouraged but remember to **turn off the flash.**

No food or drink are allowed in the galleries.

If you are visiting with children (17 years and younger) an adult chaperone must **stay with the group at all times.**

Feel free to sit on the floor, but **please don't lean on the walls or the pedestals.**



Tips for a Successful Self-Guided Visit

Set expectations. When you arrive at the Museum, tell your group how long you expect to stay and what you plan to see and do.

Walk slowly through the galleries, encouraging your group to let their eyes explore. If one work of art prompts conversation and response, stop and **talk about it together.**

When leading discussions, **repeat responses out loud** so that every one can hear.

At the end of your visit, **review** the things you saw and talked about. Find out what each person enjoyed most.



How to Talk About Art Together

Look around the gallery and select one work of art that catches your attention. Which piece is most interesting to your group? Read the label together.

MUSEUM LABEL INFO

Artist Name

Karen LaMonte

Artist Nationality and Life Dates

American, born 1967

Title and Year of Creation

Chado, 2010

Medium

Cast Glass

Description

Chado was acquired after its presentation in the exhibition, FUSION: A New Century of Glass (June-September 2012). This work of cast glass reflects Czech Republic-based artist Karen LaMonte's seven months spent studying the kimono while on a Creative Artists Exchange Fellowship from the Japan-United States Friendship Commission and the National Endowment for the Arts, in 2006. Through her experience, LaMonte inaugurated a new series of works that emphasize the garment's texture and shape, while eliminating the specificity of the female form.

Acquisition No.

Museum purchase from the Beaux Arts Society Fund for Acquisitions, 2012.002

OKC
MOA

CONVERSATIONS WITH ART TAKE TIME.

Slow down and enjoy the experience of getting to know a few pieces through memorable and meaningful discussions.

LOOK & DESCRIBE

Stop and take time to simply look at the work of art. Find details in paintings and walk around sculptures to see them from all sides. Talk about what you see. List all of the details you noticed while looking. What were your first impressions and initial responses?

THINK & CONNECT

Think about big ideas and make connections. Play one of the many Gallery Games found on the next few pages and discuss:

- What might this work of art be about?
- Do you like this piece? Why or why not?

Gallery Games

Any Work of Art

Gallery Games can be enjoyed by kids of all ages, family groups, and even adults. When playing gallery games as a group, keep conversations on track by asking, **“WHAT DO YOU SEE THAT MAKES YOU SAY THAT?”** Have fun talking about works of art together!

TEST YOUR POWERS OF OBSERVATION

Choose a work of art full of detail. Look quietly for 30 seconds. When that time is up, turn around and face the other direction. List everything you noticed without looking back at the piece. Now turn around and look at the work of art again, what did you observe? What did you overlook?

AT FIRST GLANCE

As a group, choose a work of art that catches your attention. Ask each person to consider:

- What did you notice first?
- What is most important in this piece?
- How did the artist show us what is most important?

SEE FOR ME

Choose a gallery, divide your group into pairs, and assign one work of art per duo. One partner sits with their back to the art, while the other partner faces it and describes what they see to their companion. Both partners then look at the piece together and discuss what was described. After a few minutes, pairs move to a new work of art and swap roles.

WHAT'S YOUR NAME?

Much like titles of books, titles of art often hint at big ideas contained within. Ask your group to make up a title for a piece together. Now look at the wall label and discuss what the artist chose as the title. Does the name of this piece change the way you think about it?

MORE GAMES ON NEXT PAGE!

Gallery Games

Play on the 2nd Floor

STEP INSIDE

Select a work of art and imagine that you can step inside it.

- What could you **SEE, HEAR, SMELL, TOUCH,** and **TASTE?**
- Describe the weather. What's the season?
- What time of day is it? How do you know?

BEFORE - NOW - NEXT

Write "the rest of the story" using clues found while looking.

- Begin by establishing what is happening **NOW**.
- Then discuss, what was happening **BEFORE?**
- Finally, decide as a group what will happen **NEXT**.

GETTING TO KNOW YOU

Select a work of art featuring a person or an animal.

- Describe their appearance in detail. How old is this person or animal? What can clothing or posture tell us about who they are?
- What is this character thinking or feeling? Why?

CREATE A SOUND STORY

It's time to get noisy! Select a work of art in which you can imagine many sounds. Ask each person in your group to select one noise they could hear within this composition based on what they see. On your cue, each person makes their chosen sound aloud. You've just told the "sound story" of this work of art!

MORE GAMES ON NEXT PAGE!

Gallery Games

Play on the 3rd Floor

TALK ABOUT FEELINGS

Works of art can be described as having an inherent mood. Select one piece and discuss:

- If this work of art could talk, how would it be feeling?
- What is its mood? How do you know?
- How does color contribute to this sense of mood or emotion?

BUILDING BLOCKS OF ART

Divide your group into pairs and assign each duo one of the following building blocks of art:

**SHAPE • COLOR • SPACE •
TEXTURE • BALANCE • RHYTHM •
CONTRAST**

Ask each pair to talk together about how their building block of art is used in this piece, then share aloud with the group.

WHAT'S THE SAME? WHAT'S DIFFERENT?

Find a place to sit or stand in a gallery where you can easily see two or more works of art.

- What do these pieces have in common?
- What is different?
- Which do you like more? Why?

YOU REMIND ME...

As a group, choose a work of art that catches your attention.

Does this work of art remind you of a **PERSON, PLACE, or THING** that you know?

Share memories aloud and identify connections common to the group.

Activity: What We Did Today

Reflecting upon our day and summarizing what we did together at the Museum helps us remember our visit and learn even more. Before you leave, discuss the following as a group:

What was our favorite thing that we saw at the Museum today? Why?

What will we remember most about our visit?

What was our favorite Gallery Game? Why?

With Any Work of Art

- We played the “Test Your Powers of Observation” game with _____ (work of art).
- We played the “At First Glance” game with _____ (work of art).
- We played the “See for Me” game with _____ (work of art).
- We played the “What’s Your Name” game with _____ (work of art).

On the Second Floor of the Museum

- We played the “Step Inside” game with _____ (work of art).
- We played the “Before - Now - Next” game with _____ (work of art).
- We played the “Getting to Know You” game with _____ (work of art).
- We played the “Create a Sound Story” game with _____ (work of art).

On the Third Floor of the Museum

- We played the “Talk About Feelings” game with _____ (work of art).
- We played the “Building Blocks of Art” game with _____ (work of art).
- We played the “What’s the Same? What’s Different” game with _____ (work of art).
- We played the “You Remind Me…” game with _____ (work of art).