

Teacher Backgrounder

Title: An Artistic Adventure: The Grand Panorama

Grades: 3–5

Context:

The Grand Panorama of a Whaling Voyage 'Round the World is a 1,275-foot-long historic painting in the collection of the New Bedford Whaling Museum. This panorama depicts a whaling voyage that spanned the globe. In the 1800s, audiences enjoyed panoramas as a form of entertainment that invited them to be “armchair travelers” and journey around the world, before the invention of motion pictures.

Introduce your students to this prime example of 19th-century artwork. Students will begin to recognize elements of the historic whaling voyages while appreciating the detail of this artistic primary source from 1849.

As a culminating activity, students can create their own animated artwork by building a zoetrope to mimic the entertainment of the 19th-century panoramas.

Learning Objectives:

Students will be able to ...

1. Explain the purpose of a panorama from the 1800s.
2. Recognize historic and cultural elements of the panorama's subjects.
3. Analyze a primary source to make inferences about a region.
4. Build a zoetrope to create a handmade animation.

Materials & Preparation

INVESTIGATE

The slides are designed for you to use with your whole class or to share directly with individual students. Review the slides and prepare to present or share the link with individual students.

INQUIRE

Make copies of the corresponding handouts (1 per student) or share the editable PDFs digitally.

IMAGINE

Review the activity guide. Each student or pair will need the printed templates, plate/tin, scissors, pencil/dowel/chopstick, and drawing utensils. You may want to watch a tutorial video for creating a zoetrope at <https://youtu.be/aV2Ruh9naI4?feature=shared>

Cross-curricular Connections:

- ☒ Social Studies
- ☒ Language Arts
- ☐ Science
- ☐ Math
- ☒ Arts

Tech It Up:

- Share lesson materials via GOOGLE CLASSROOM or LMS
- Play the suggested videos
- Use the editable handouts
- Devote time to exploring the recommended resources online
- You may want to show the tutorial video linked below.

AN ARTISTIC ADVENTURE

Directions: Investigate the Cape Horn scene from the Grand Panorama. What inferences can you make about this region?

NAME: _____

Take a look at a map. How would you describe to someone where Cape Horn is located?

How can you tell that the seas are rough?

What is your lingering question about this area?

Can you list ten words that describe what the scene looks like?

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

NAME:

AN ARTISTIC ADVENTURE

Directions: Take a close look at the Grand Panorama. Now, create a story about one of the ships rounding Cape Horn.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There is no handwriting or other markings on the paper.

What would you add to the Grand Panorama based on your story?

Activity Guide: Zoetrope

Your Challenge

It's time to create a seascape that you can animate by spinning it in a zoetrope. First, you need to build a zoetrope, which is a cylinder with vertical slits. Inside, you will place a cartoon, a sequence of images, that will then appear to move as you spin the zoetrope. Look through the slits to see your very own animation come to life!

Materials

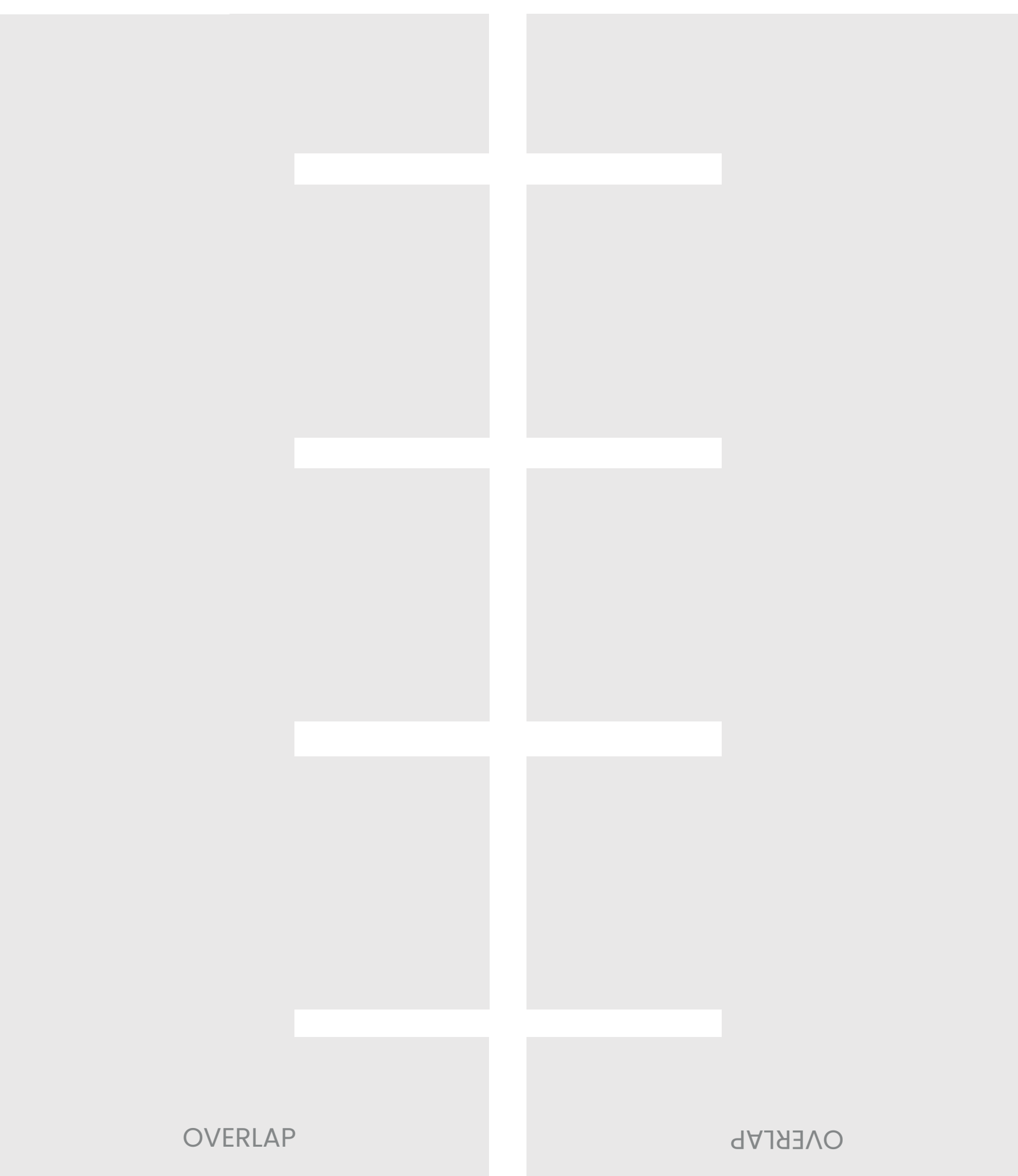
- Printed pieces: A, B
- Scissors
- Tape
- Drawing utensils
- Pencil/dowel/chopstick
- Paper plate/pie tin

Time to Create

STEP 1:

1. Using a pair of scissors, cut out PART A – the blank comic strips.
2. Sketch, draw, or paint an adventure at sea on your comic strip. Pick an item (a person, a boat, an animal) and draw a series of that item moving (swimming, sailing, jumping). Put each movement in a square. Try to evenly space the comic, starting from the left and ending at the right.
3. Cut out PART B – the zoetrope's sides. Attach the two pieces together, like a crown, using tape.
4. Use tape to attach the base of PART B to a paper plate or pie tin base.
5. With adult's help, make a handle by securing a pencil, dowel, or chopstick through the center of the base using tape.
6. Place your comic strip inside the zoetrope with the images facing in towards the center.
7. Bring the zoetrope to eye level and look through the slits. Spin the handle. Did you create a mini animation?

PART A



PART B