# Post-visit Project 3: Mural to Music

## Objective:

To experiment with making a mural to music.

# Suggested Project:

"...there was this incredibly raw energy in the air... and the energy was called Hip-Hop. This Hip-Hop scene included rap music and deejays, who would be 'scratching', which meant moving the record back and forth so that it would be making a sort of electronic scratching noise. And it also included break dancing and spray graffiti, because the graffiti scene was really the visual equivalent to the music... Well I began incorporating all of this into the images I was making. Break dancing was real inspiration, seeing the kids spinning and twisting around on their heads. So my drawings began having figures spinning on their heads and twisting around."

-Keith Haring, John Gruen, Keith Haring, The Authorized Biography, p. 90 (see Bibliography)

### **Music Logo**

Who is your favorite band, musician, or vocalist?
What style of music do they play? Why do you enjoy their music?

Design a logo for your favorite band, musician, or vocalist. Think about the type of music they play, and the vocals that they sing. Think about color image, and style.

## Suggested Project:

#### **Mural to Music**

Ask your students to make a collaborative mural drawing to music, using their invented sign language, music, using their invented sign language, music logos, imagination, and their responses to the music.

Ask students to choose some music by the bands, musicians, and vocalists that they enjoy listening or dancing to. Ask them to select music with a variety of rhythms and moods.

Play the music while students are drawing.

Stop the music and ask students to move around the mural to a different place.

When the music begins, students can start drawing and adding to the existing drawings.

Display your students' mural in your classroom. Discuss the mural and its relationship to the music that was playing while students were drawing.

**Supplies:** Roll of white bulletin board paper, markers, masking tape, pushpins