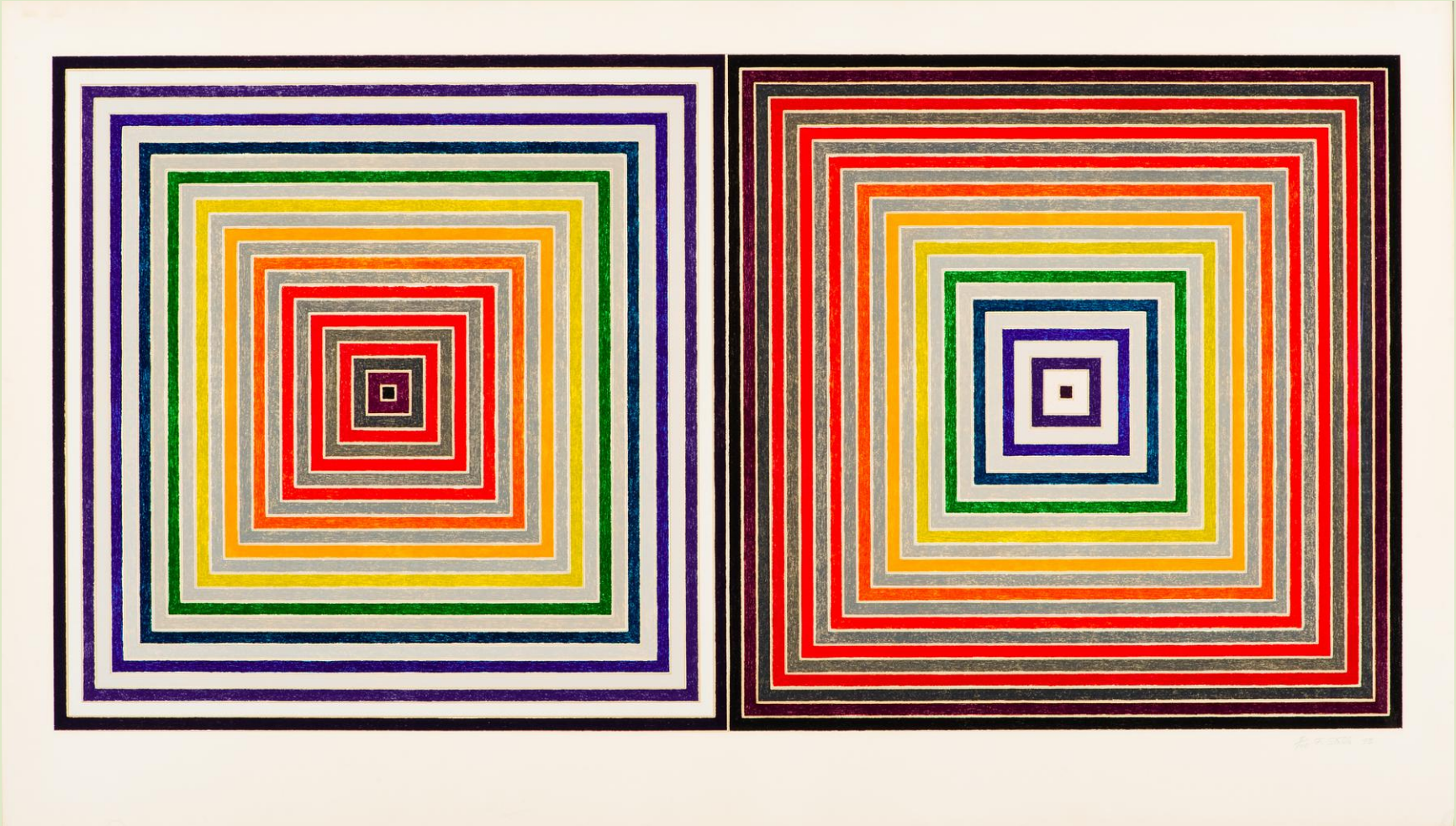


REYNOLDA

EXPLORE REYNOLDA (AGE 2+)

Opposites



Frank Stella, *Double Gray Scramble*, 1973. Color Screenprint (150 colors). Reynolda House Museum of American Art, Gift of Barbara Babcock Millhouse, 1983.2.20 © Frank Stella / Artists Rights Society (ARS), New York

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WHAT YOU NEED

- Frank Stella's *Double Gray Scramble* on this card or on your computer screen. To zoom in and learn more about the artwork, visit reynoldahouse.org/collections/object/double-grayscramble.
- objects in your home (varies by suggested activity)
- a conversation partner

DISCOVERY ACTIVITY

Start by looking together at Frank Stella's print *Double Gray Scramble* and discuss the following questions:

- What is the first thing you notice when you look at the work of art?
- What shapes do you see? Describe them. What colors do you see? Describe them.
- What do you notice about the colors on the different sides of the print? What about the black, white, and gray?
- Can you find any opposites? Maybe something big and something little? Something light in one square that is dark in the other?

Take it further:

- When you look at the left side and right side of the artwork, does it look like the shapes are moving toward you or away from you?
- The artist called this *Double Gray Scramble*. Why do you think he used each of those words? Why "double"? Why "gray"? What is a scramble and does this seem like a scramble to you?

WORDS TO KNOW

Opposite: different from or the reverse of something else

Opposites may be things like: thick vs. thin; light vs. dark; short vs. tall; big vs. little; happy vs. sad

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PLAYING WITH OPPOSITES (*pre-reader accommodations necessary)

Opposites Fish Bowl: This game will be best with at least 4 players, but could be played with two. It can be *competitive*—if you divide into two teams—or *collaborative*—with everyone collectively guessing and individuals counting the words they managed to get the group to guess (or not keeping score at all). Prepare slips of paper (about 1 x 3”) so that every player gets an **even number of slips**—at least two (if a large group) or more (for a smaller group).



1. **Prepare:** Have each player write down a word on a slip, then write its opposite on another slip. For younger players, you might stick to pairs like big/little, high/low, but with older players you might go for more abstract concepts (love/hate; wealthy/poor; generous/stingy). Continue until all slips are complete. Fold and place them into a hat or bowl.
2. **Round One:** In this round, everyone will take turns pulling a slip from the bowl and trying to get their team, or the whole group, to guess what is on the card. Play this round like the game Taboo: get people to guess the word by talking, but not using the word on the card or any part of that word, nor using hand gestures. Choose a way to limit each turn, either by having each person choose a certain number of cards to act out, or by setting a timer for one minute per clue-giver. Alternate turns by team, or take turns as a group. Continue until all the slips have been used; then, return them to the bowl and mix them up. (If scoring: count the slips your team guessed correctly.)

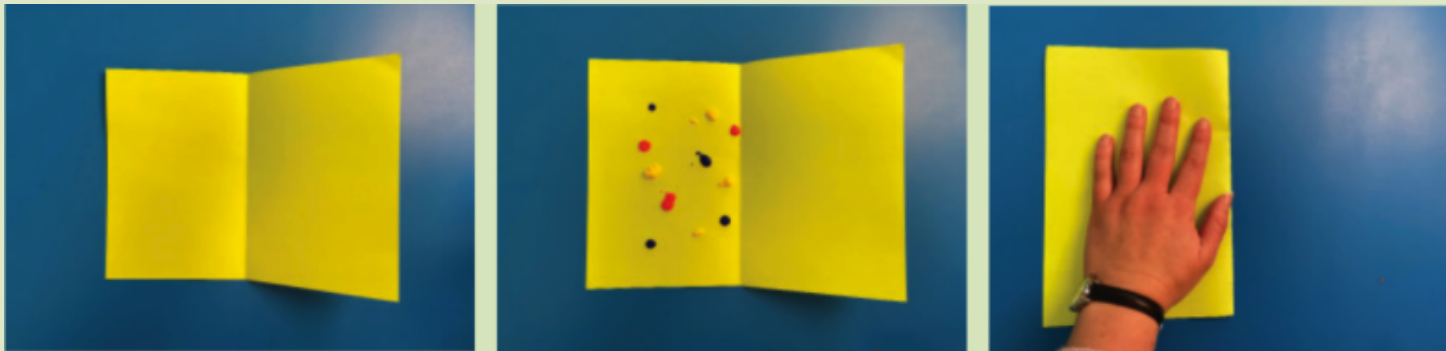
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3. **Round Two:** Everyone will be slightly familiar with the words on the slips from the first round, if they were paying attention. For this round, take turns in the same way, but try to get your team or group to guess the word on your card by using only two words. When all slips have been guessed, tally your score and return them to the bowl.
4. **Round Three:** Play this round like Charades—act it out with gestures only. Again, choose to limit turns by number or by time, depending on the experience level of your group.
5. **Bonus Round:** If you are having too much fun to stop, try the bonus ghost round. This time, when a player takes his or her turn to get the team or group to guess, drape a sheet or blanket over the player. The player will do the round like the charades, but be under a sheet/ blanket.

*If playing in a group with pre-readers, you may want to just try the Charades round, with someone helping the pre-reader write slips and read slips, but asking them to play with the group by acting out the idea on the card (again, best to stick to words that the younger player(s) will understand and can try to demonstrate with his or her body).

Ink Blots: Gather paper and some paint (tempera or finger paint would be best)

1. Fold a piece of paper in half.
2. Squeeze or dab drops of paint (in one or several colors), on one side of the paper.
3. Fold the paper again and press the sides together.



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4. Unfold and let dry. Explore how one side is the mirror opposite of the other.



PRACTICING WITH OPPOSITES

You can find opposites all around you! Use this guide to help you discover opposites in your home.

Empty v. Full

One of these containers is **empty**, the other is **full** of pencils!



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Smooth v. Bumpy

The blue playdough is **smooth** but the green playdough is **bumpy**.



Big v. Small

Here is a **big** block for building big towers. Here is a **small** block for building small towers!



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Thick v. Thin

The **thick** book is on the bottom and the **thin** book is on the top!



OPPOSITES EXPLORER

What other opposites can you find in your home?

OPPOSITES CREATOR

You can also practice drawing opposites or making opposites out of playdough.

Long v. Short

Can you draw a long line? Can you draw a short line?

Can you roll a short line out of playdough? Can you roll a long line out of playdough?

Big v. Small

Can you draw a big circle? Can you draw a small circle?

Can you roll a big playdough ball? Can you roll a small playdough ball?

Straight/Curved

Can you draw a straight line? Can you draw a line that curves?

Can you roll a straight line out of the playdough? Can you roll a curved line or shape from playdough?