Frank Stella, *Double Gray Scramble*, 1973
Color Screenprint (150 colors). Reynolda House Museum of American Art, Gift of Barbara Babcock Millhouse, 1983.2.20
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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 https://www.reynoldahouse.org/collections/object/double-gray-scramble.
- 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 in 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?

PLAYING WITH OPPOSITES
for all ages (some accomodations needed for pre-readers*)

**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).

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

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.)

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).
PRACTICING OPPOSITES - continued
for ages 2-5
You can find opposites all around you! Use this guide to help you discover opposites in your home.

Empty/Full
One of these containers is empty, the other is full of pencils!

Smooth/Bumpy
The blue playdough is smooth but the green playdough is bumpy. Did you know that playdough can even make opposites out of playdough? Next time you play with playdough try making these opposites: big/small and long/short.

Big/Small
Here is a big block for building BIG towers.
Here is a small block for building SMALL towers!

Do you see a big paintbrush and a small paintbrush?
Thick/Thin

Look closely! Do you see a **thick** book and a **thin** book?

Now here’s another set of opposites - 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/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/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 playdough? Can you roll a **curved** line or shape from playdough?