

KWOK Mang-ho

Suggested class activities for Senior Primary

Artist: KWOK Mang-ho

Level: Senior Primary

Theme: Creating animal glasses

Suggested length: 4.5 hours

Teaching concept:

In the 1970s, new forms of art appeared in the Western art world, bringing new insights to the traditional static forms of art. Artists began interacting with audience through alternative creative forms, transforming static art into dynamic art, and breaking the barrier between artists and audience. KWOK Mang-ho, also known as “Frog King”, is an avant-garde Hong Kong artist with a unique image. He has been creating through improvisation for over 40 years. His works go beyond traditional art media in random, relaxed, fun-filled performances to convey his creative vision.

This course aims to introduce KWOK Mang-ho’s creation through improvisation and his ongoing Froggy Sunglasses project to students, and help them to understand new forms of art creation by making artworks with different materials and interacting with each other to share happiness.

Required background knowledge:

1. The students should have basic knowledge of the forms and characteristics of animals.
2. They should have basic knowledge of geometric shapes.

Teaching goals:

1. Learn about and appreciate KWOK’s creation through his video.
2. Learn about expressing art interactively.
3. Learn how to choose an animal that can represent one’s personality.
4. Understand the technique of using simplified graphics to design a pair of animal glasses.
5. Learn to use collage material to assemble a pair of animal glasses.
6. Exchange animal glasses with fellow classmates, wear them and take a photo record.

Preparation before class: Students should choose an animal that represents their own appearance, character or preferences, and collect images of the animal for drawing reference.

Suggested class activities:

1. Introduce KWOK Mang-ho and his artistic style (Suggested length: 3 mins)

Show the “Artist Introduction ppt” pp1-4

Born in Guangdong in 1947 and raised in Hong Kong, KWOK Mang-ho studied fine arts at the Grantham College of Education in Hong Kong, graduating in 1970. He pursued overseas studies at the Art Students League of New York between 1980 and 1984. He returned to Hong Kong in 1995, where he has remained. KWOK received two Urban Council Fine Arts Awards – one for Sculpture in 1975 and one for Mixed Media in 1998. He was awarded The Best Community Arts Service Group Award, NEA, New York City in 1987 and a Hong Kong Arts Development Council Emeritus Fellowship in 1998. In 2011, he represented Hong Kong at the 54th Venice Biennale. In 2013, he participated in Gyro Residency 2013 in Papay Gyro Nights. In 2016, he founded the Frog King KWOK Foundation (North Atlantic – Middle Pacific).

KWOK’s works are both unique and diverse. With infinite possibilities and abundant fun and laughter, he uses art as a communication tool to bring people of all ethnic and cultural backgrounds closer together.

2. Video viewing guide (Suggested length: 5 mins)

- Pay attention to KWOK’s artistic concepts
- Creative techniques

3. Understanding KWOK Mang-ho’s improvisations, performance art and installations, and the ideas behind his creative works (Suggested length: 15 mins)

Play the “Artist Video mp4” 0:00 – 9:10

- By creating interactive art works, KWOK breaks the boundary between his art works and the audience.
- He expresses his ideas in a spontaneous, carefree, cheerful performance.
- He makes use of spontaneous, random expressions to show his free imagination.

4. Appreciation of KWOK’s frog-glasses project (Suggested length: 5 mins)

Play the “Artist Video mp4” 9:11 – 12:50

Suggested Q&A:

- When did KWOK’s frog glasses project start? How long has he been doing it?
(From 1998 until now.)
- Who would KWOK invite to wear his frog glasses? Why?
(He would invite anyone or even use objects. Despite the differences in the surrounding

environment, occasions, regions or cultures, KWOK hopes to achieve universal harmony by having different people wear the frog glasses.)

- Why did KWOK choose a frog to represent himself? Which animal have you chosen to represent yourself?

(This is an open question to lead into the next activity.)

5. **Class activity (Suggested length: 40 mins)**

Show the **“Supplementary Teaching Materials ppt” pp1-19**

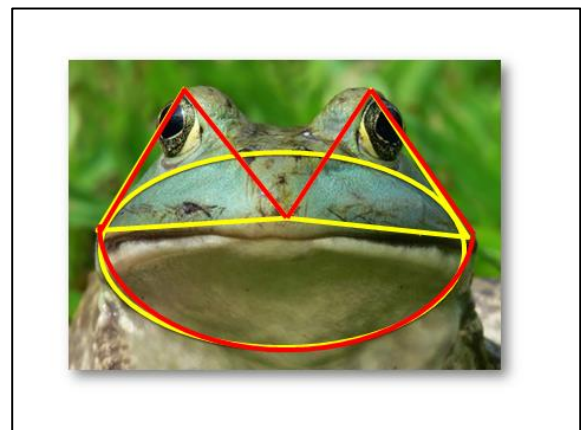
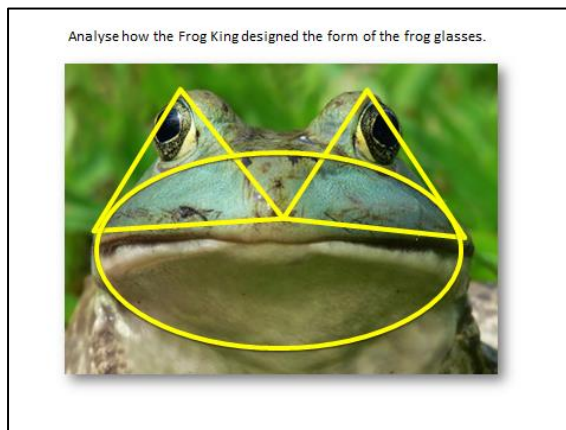
- Explore own character and appearance

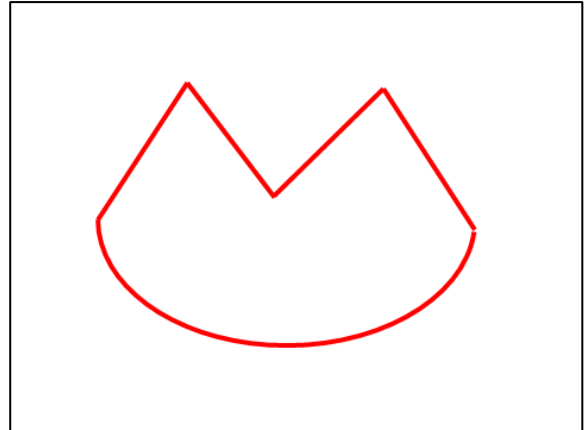
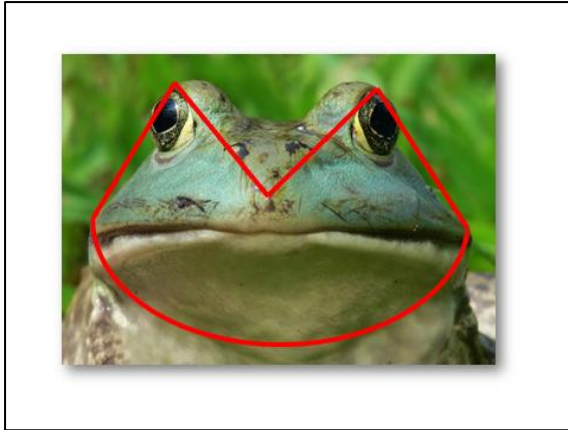
Explore own character and appearance

Explore your own character and appearance from the animal you chose.

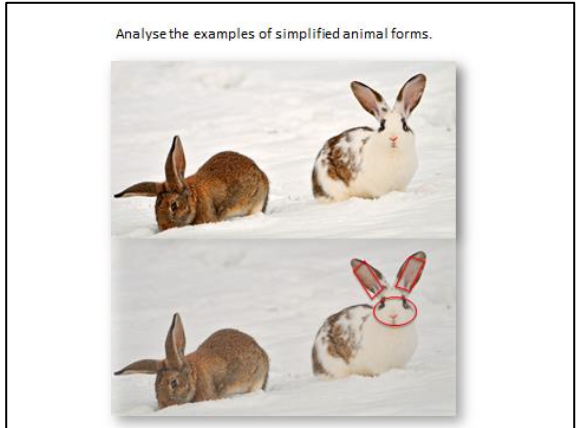
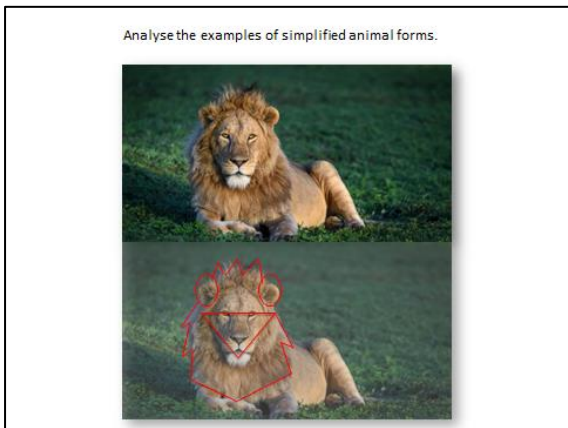
Select the characteristics of the animal that best represents you.

- Analyse how the Frog King designed the form of the frog glasses



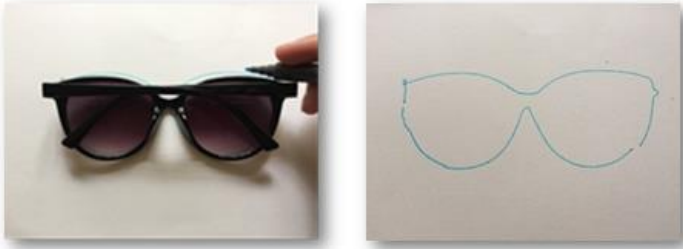


- Analyse the examples of simplified animal forms



- Design a pair of animal glasses:

Design a pair of animal glasses

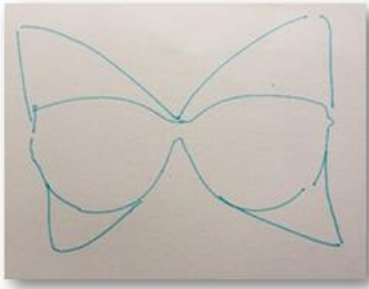


Draw the shape of the eye rims (not the temples) with a pencil by tracing the actual glasses on the paper.

- Observe the characteristics of the animal

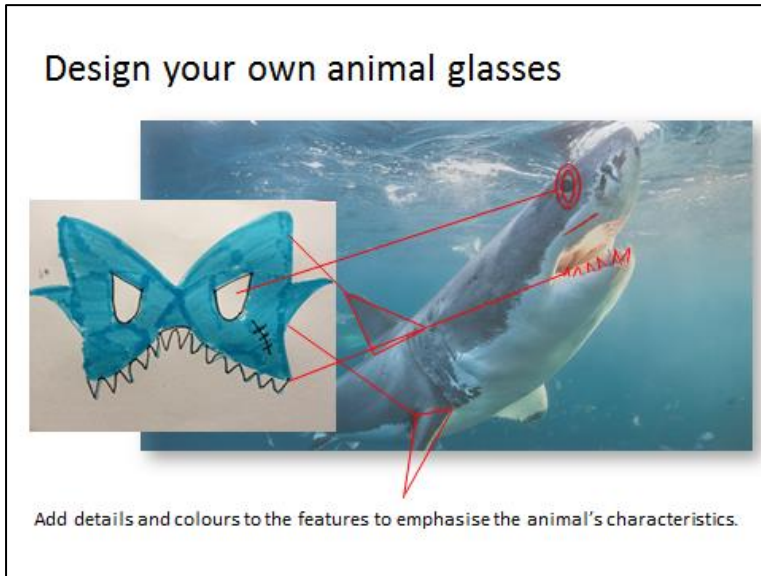


- Have them create additional features on the glass frame they have drawn based on their chosen animal's characteristics. Here is an example:

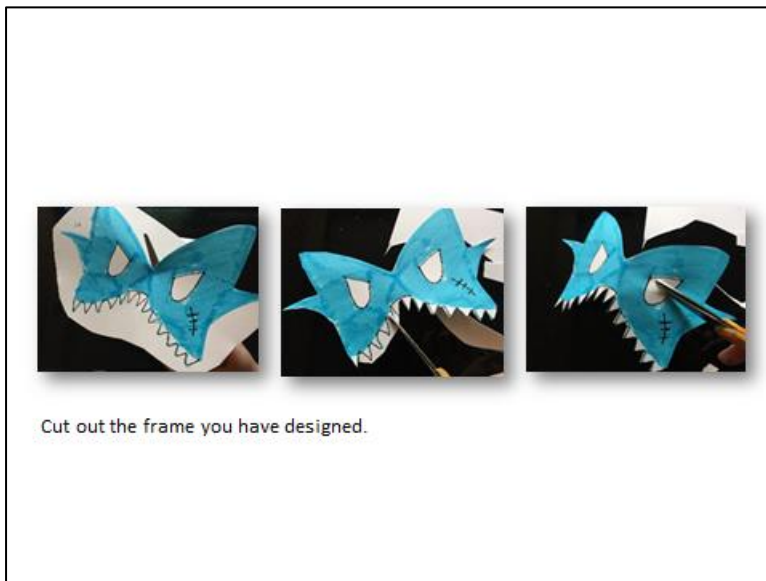


Create additional features on the glass frame you have drawn based on your chosen animal's characteristics.

- Have them add details and colours to the features to emphasise the animal's characteristics.



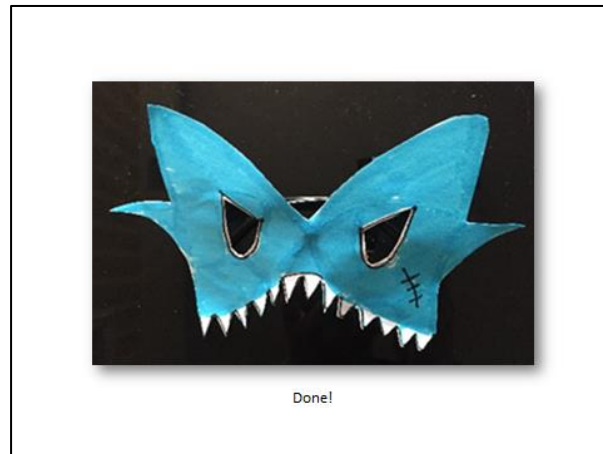
- Have them cut out the frame they have designed.



Keys to the creative process:

1. The design should convey the animal's characteristics.
2. The design should be larger than the glass frame.
3. The design should include three to four characteristics of their chosen animal.

- Have them stick the design onto the plastic glasses. Apart from using drawings, the students can make use of clay or any sort of object to enhance the design.



6. **Trying on each other's creations and peer evaluation (Suggested length: 20 mins)**

- Have the students try on each other's glasses, take pictures for a record, and evaluate each other's work.

7. **Materials**

Plastic glasses, clay, white drawing paper, oil pastels, cardboard, various objects (such as buttons, drinking straws, plastic beads, tinfoil, old clothes or plastic bags), tablet computers