

Origins: Myths, Histories, and Stories of India Outreach Suitcase

*“Being able to touch art and see it up close is so important.”
—Elementary Parent Art Docent*



ABOUT THE SUITCASE

This suitcase is a resource for investigating the art and culture of India. Indian history is rich with the influence of multiple cultures' religions, arts, and ceremonies that are specific to their immediate environment and needs. The items in this suitcase are contemporary art works made by living artists (unless otherwise noted) intended to help students more closely examine features of Indian art and culture. Using these objects, students will have the opportunity to discuss the cultural teachings of Hindu and Mughal traditions from India.

Book this suitcase online at <http://www.seattleartmuseum.org/programs-and-learning/schools-and-educators/education-resource-center/outreach-suitcase-reservation>.

LOOKING QUESTIONS

Encourage your students to look closely at the objects in the suitcase and images from SAM's Collection with questions like:

- How does geography shape individuals and cultures?
- Can you name some of the Indian influences that have permeated Euro-American cultures?
- How does your family pass on its stories of cultural history and knowledge in our technology driven world?

WHAT'S IN THE INDIA OUTREACH SUITCASE?

Educator Resource Guide

- A list of relevant objects in the suitcase
- A list of images on the CD and prints that relate to these objects
- Looking prompts
- Background information on the objects
- Questions to consider
- Activity ideas
- Related resources and glossary
- Relevant Washington State, Common Core, and National Core Arts Standards

Objects in the Suitcase (Pictured on Front)

- Kamalasana Chaturbhuja Vishnu sculpture
- Varaha avatar of Vishnu painting
- Ramayana scene watercolor painting
- Shri Ganesha scripting the Mahabharata sculpture
- God Ganesha watercolor painting
- Mughal royalty painting
- Mughal procession scene painting
- Qutb Minar photograph by Tony Waltham
- Taj Mahal photograph by Gale Beery
- Marble tiles
- Books

Supplemental Images from SAM's Collection (on CD and 11 X 17" Prints)

Theme: Identity

- [Vishnu as Boar Avatar](#), 18th century, Eugene Fuller Memorial Collection, 62.108
- [Krishna in a garden](#), ca. 1660-1700, Eugene Fuller Memorial Collection, 62.92
- [Krishna receiving Radha](#), early 18th century, Eugene Fuller Memorial Collection, 41.20

Theme: Animals

- [Elephant](#), ca. 1st century, Gift of Mr. and Mrs. Theodore Carlson, 66.43
- [Ganesa, the elephant-headed god](#), ca. 11th century, Eugene Fuller Memorial Collection, 39.33

Theme: History and Biography

- [Nobleman and Reader with Attendants](#), probably 16th century, Eugene Fuller Memorial Collection, 40.34
- [Akbarname battle scene and garden border](#), late 16th-early 17th century, Gift of Mrs. John C. Atwood, Jr., 54.34
- [Hunting scene from the Akbarname](#), late 16th century, Eugene Fuller Memorial Collection, 45.69
- [Battle scene](#), late 16th century, Eugene Fuller Memorial Collection, 63.37

Theme: Life and Death

- [Relief with decoration of animals and plants](#), ca. 3rd-4th century, Margaret E. Fuller Purchase Fund, 57.147
- [Relief fragment: female head](#), 8th-9th century, Nasli and Alice Heeramaneck Collection, 70.31
- [Portrait of Prince Khurram \(Shah Jahan\)](#), early 17th century, Thomas D. Stimson Memorial Collection, gift of Mrs. Charles Mosely Clark, 44.650

SAMPLE ACTIVITY: 3D MINIATURE PAINTINGS

- Known for their small size, but enormous amount of detail, miniature paintings from the Mughal Imperial Workshop (similar to objects 6 and 7 in this suitcase) packed a superb amount of story in one small area of canvas. As a class, create miniature scenes that illustrate one story from one of the stories in The Great Mughals (Object 15). Using a shoe box lid placed flat on a surface with the sides of the lid facing up, place the main body of the box into the lid on its side with the opening running perpendicular to the lid and surface to create a stand and back support. Have the students construct a scene based on one episode from their story using collage elements, art materials such as: plasticine, polymer clay, or oil based modeling clay to sculpt the characters and elements in the created environment.