



Buy, Steal, Destroy!

ACTIVITY FOCUS AND GOALS

- Empower students to build their own opinions about art
- Show that the value we place on objects is totally objective

MATERIALS NEEDED

- phone, smart device or camera (with no flash)

STRUCTURE / ACTIVITY

- Students will explore the galleries to find three works: one to buy, one to steal, and one to destroy.
- Give students parameters - either a select number of galleries or a certain floor. Provide a set amount of time to search before returning to a meet-up location
- Students should take a photo (flash off) of the three works to share. OR, if the parameters are small, you can walk around and the students can take you to the work they chose.

VALIDATION

Have students share the three objects they found. Each student should explain why they chose each work of art.

We recommend having students snap after each turn.