

# Jack and the Beanstalk

Using story as a stimulus for a visual arts class/school project

## STEP 1

Choose your story.

- 1 Look at different versions of the story – find some on the internet.
- 1 Look at and respond to how different artists have represented the story – look at the work of book illustrators.
- 1 Choose interesting characters / scenes / interactions / dramatic scenes, etc.

## STEP 2

Analyse the story to select art possibilities.

### Interactions

Jack and his Mother.  
Jack meets the Farmer.  
Jack meets the Fairy.  
Jack and the Giant's Wife.

### Characters

Jack.  
Jack's Mother.  
The Cow.  
The Farmer/Dealer.  
The Fairy.  
The Giant's Wife.  
The Giant.  
The Magic Hen.  
The Magic Harp.  
Villagers.

### Dramatic Scenes

Throwing the beans out.  
The beanstalk grows.  
Jack hiding.  
The Giant's Search.  
Enjoying new wealth.  
The Giant's Dinner.  
Jack stealing from the Giant.  
The Harp calls out.  
The Chase.  
Cutting down the Beanstalk.  
The Giant falls.

### Scenes / Places

The Cottage (outside).  
The Cottage (inside).  
The Road.  
The Market.  
On the Beanstalk.  
The Cloud Country.  
The Castle (outside).  
The Castle (inside).

## STEP 3

Plan activities using the 6 strands

### Print

Castle (found objects).  
Market posters.  
Monoprint scene.

### Paint and Colour

Paintings or collages about any of the above.

### Drawing

Drawings using a variety of materials about each of the above.

### Clay

Pot of Gold.  
Characters.  
Plaque.

### Fabric and Fibre

Puppet characters.  
Dressing up as characters.  
Group collage or appliqué.

### Construction

Construct models of:  
home,  
castle,  
market, etc.  
Treasure chest.  
Various dioramas of scenes.



Left: Using fabric to create a large scale group appliqué – Jack on the Beanstalk

Below: Art on display here was produced by the pupils of St Patrick's Girls' NS, Foxrock, Dublin 22, as part of a school project on story. Our thanks to the principal Ms Úna Foy and the staff of the school for allowing us to view such a wonderful example of the visual arts curriculum in operation.





Jack meets the fairy at the top of the beanstalk – charcoal drawing



Using construction materials to make models of scenes – The Gaint's Castle



Using clay to make the produce on sale at the market – Pie Stall

**KEY MESSAGE**

All good art projects begin with a good stimulus. Use other stories in a similar way from

- history
- mythology
- or
- class novels.



Using papier mache with fabric and fibre to construct models of characters from story – The Giant



Using fabric, fibre and found materials to construct puppets based on story characters – At the Market

**n** Compiled by the Visual Arts Team of the Primary Curriculum Support Programme. Look for further ideas in visual arts education at [www.pfsp.ie](http://www.pfsp.ie) and [www.iamanartist.ie](http://www.iamanartist.ie) Look out for new DVD to soon be published by NCTE and RTE titled *I am an Artist*.