Chasing Vermeer

Science

Geography
Calder loves the painting “The Geographer”. Combine art and science to make geography and use your skills to make a map of your neighborhood. Be detailed and include drawings to scale. Research the different elevations in your area and use colors to make a map showing distance above sea level.

Burst Your Bubble
Oil on fingers is responsible for leaving behind fingerprint, used to solve mysteries like those in Bule Balliett books. Oil is also responsible for popping bubbles when your hands touch them. Find a pair of gloves and get your bubble solution out. You’ll be able to hold bubble in the palm of your hand when the oil from your hands doesn’t pop them.

Technology

Into the Art
Visit http://www.scholastic.com/blueballiett to learn about all the books in the series, play pentominoes, ask the author questions, interact with other readers, and more!

Engineering

Lighting
Great artworks have to be lit carefully. Bright, direct light can damage sensitive paintings. No light at all might not show the work in all its beauty. Play with light to see how it travels in a straight line from a source. Carefully use flashlights or lamps and experiment with reflecting and refracting light in different ways. Where would be the best way to light a painting in a museum and see without damaging the artwork?
**Art**

**Camera Obscura**

Some historians this Vermeer used a camera obscura to create his artwork. Visit [http://www.vermeerscamera.co.uk/](http://www.vermeerscamera.co.uk/) and decide for yourself. Then try using a similar trick to make your own artwork. Trace a picture by placing it under a thin paper. Then use your own imagination to fill in the work with your own colors and style. Is what you created just a copy, or your own unique artwork? You be the judge.

**Math**

**Pentominoes**

Pentominoes are 12 figures that can be made with 5 squares with at least one side in common. Cut out five squares and rearrange them into every design you can, with at least one common side each. Use your pentominoes to start a pattern, create artwork, or just be a fun math toy. Try fitting the pentominoes together to make rectangles.

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**Recommended Resources**


Author Blue Balliett: [http://www.blueballiettbooks.com/](http://www.blueballiettbooks.com/)