Mabee-Gerrer Museum of Art

Start with Art

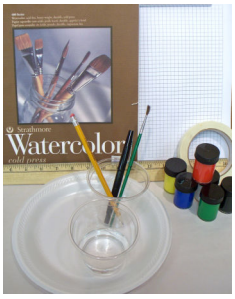
Medieval Europe

Arts Integration Educator's Guide for Teachers and Parents

HERALDRY 101:

Design Your Own Coat of Arms:

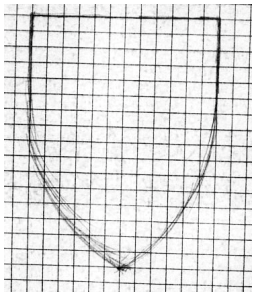
OK PASS (listed for 6th grade but applicable to additional grade levels): VA 3.1-2, 3.5, 4.1-3

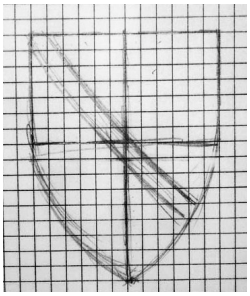


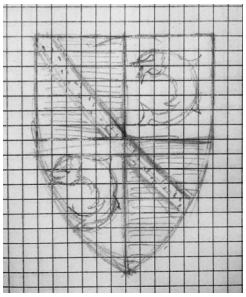
Supplies (per person): 1 sheet of white paper or graph paper, 1 sheet of watercolor paper or heavy stock, 1 graphite pencil, 1 eraser, 1 colored pencil or pen, 1 ruler, tempera paints, small soft-bristled paintbrush, paint palette or plate, container of water, tape (optional), water-proof black pen (optional).

1. At the museum, observe the 8 coats of arms on the lid of the medieval *Ivory Jewelry Chest* and the shield on the medieval suit of armor.

2. Visit www.mgmoa.org/lesson-plans to download a handout detailing the components of the coat of arms. Review the "Coats of Arms Components" handout before beginning this process as you will need to make several decisions regarding your design.
3. To begin your design, choose a shield shape for your field. If you are using white paper, you can use the ruler and pencil to draw a grid in which to orient your shape. If using graph paper, employ the grid printed on the paper. With a pencil, draw your shape, making sure that it is symmetrical. You are designing your coat of arms on the white/graph paper and then you will transfer your design to the watercolor/stock. Therefore, don't be worried about mistakes or using guidelines because these won't show up on your final artwork.
4. If you are going to "part the field" (divide your shape into sections) use the ruler and pencil to draw ordinaries or sub-ordinaries. If the lines you are using are organic (not straight), you can still draw straight lines with the ruler to act as guide lines for the placement of the organic lines.

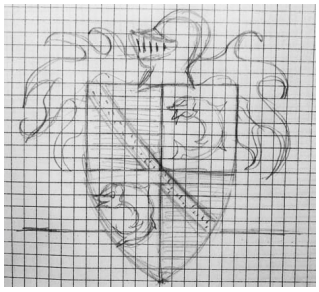






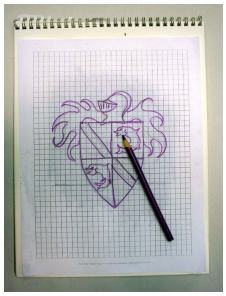
5. Choose the charges (symbols) that will be emblazoned on your field. These can be traditional or they can be personal symbols for you or your family. Use the pencil to draw the charges on the field.

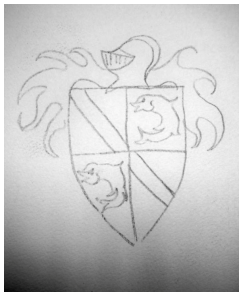
© Mabee-Gerrer Museum of Art • 1900 W. MacArthur, Shawnee, OK 74804 • 405.878.5300 • 405.878.5133 fax
For additional information about *Start with Art* or the Mabee-Gerrer Museum of Art, please visit www.mgmoa.org.

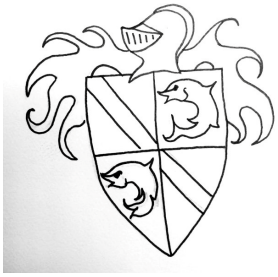


6. If you are going to create the more elaborate, full armorial achievement, draw in the helm, mantle, wreath, crest, supporters, compartment, and motto.
7. Choose the tinctures (colors, metals, furs) that you will use for your coat of arms. Note them on your design to help you when you are painting later. Remember to create a good visual contrast.

8. To transfer your design to the watercolor/stock paper, turn your design over and color the back of the white paper with the graphite pencil. Make sure the graphite layer is consistent and heavy.
9. Flip the white paper over again and place the graphite-colored back on top of the watercolor/stock paper. (If you choose, you can tape both down to your desk to keep them from sliding).
10. Using the colored pencil or pen, trace your design, pressing firmly to transfer it to the watercolor/stock paper. When you're done tracing, remove the white paper.

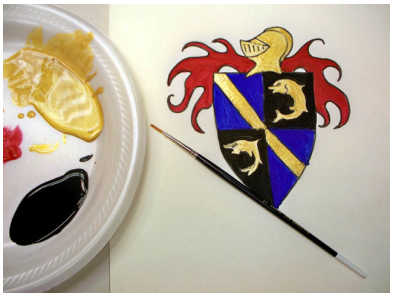






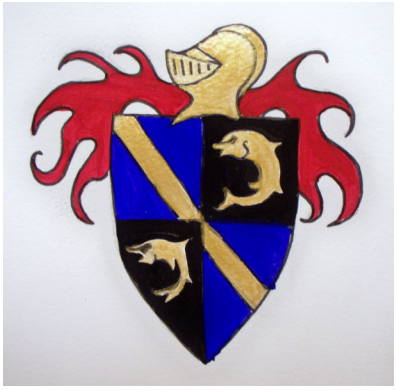
11. If necessary, use an eraser to "clean up" your design (erase any errant marks or smudges). You may choose to trace over your design with a water proof black pen.

12. Using the notes on your original design, color your coat of arms with the tempera paint. If you would like to paint in the traditional medieval way—you can create your own tempera paint. Download the handout "Making Egg Tempera" at www.mgmoa.org/lesson-plans for directions. When painting, make sure you create consistent, flat fields of bold colors that can easily be seen from a distance.



13. Display your coat of arms proudly!

Notes:



© Mabee-Gerrer Museum of Art • 1900 W. MacArthur, Shawnee, OK 74804 • 405.878.5300 • 405.878.5133 fax
For additional information about *Start with Art* or the Mabee-Gerrer Museum of Art, please visit www.mgmoa.org.