

# Unlucky Arithmetic

## Thirteen Ways to Raise a Non-Artist

BY S. REBECCA LEIGH

---

- 1** Point out **nonsensical drawings** (ducks don't wear shoes) and nonsensical color choices (grass is never lavender).
- 2** **Beware of** children with paint-encrusted hands and ink-dyed fingers; they're classic signs of **troublemakers**.
- 3** Children should **critique their own** work, not each others'.
- 4** **Squash the talk**. It disrupts the creative process. Besides, real artists work in quiet.
- 5** Encourage sketching with one kind of pencil- *the regular kind*. Once you start accumulating varieties, you'll only encourage tool pickiness. **A pencil is a pencil**. Puuulease.
- 6** Absolutely, positively **no creating** in-the-style-of another artist. Children have to find their own voice.
- 7** Context Schmontext. They don't need to know how art is relevant to their lives. Let them make stuff. **Period**.
- 8** Always show a model. Granted, individuality is nice but children need to see what their end product should look like. (Be **on the lookout** for those risk-takers, though.)
- 9** Remind children that really good artists are **born with talent** that can't be learned. Still, tell them to try their best anyway.
- 10** Insist that children **sit in** their **assigned seats** when they create. There's no reason to walk around and look at what other people are doing.
- 11** Refrain from showing children your own artwork. **Real art is in books**.
- 12** Avoid offering **too much choice**. Creative license can lead to chaos and charade. Promise.
- 13** Dodge 3D art at all costs; it's **messy** and a space hoarder. 2D art is good enough so stick with that.