

## WASP AUTOMOBILE

Bennington Museum has an automobile called the “Wasp” on display. It was designed and built by Karl Hamlin Martin of Bennington, Vermont. Martin barely completed the first Wasp in time for the January 1920 National Automobile Week in New York City, where it was exhibited at the Commodore Hotel and sold to a famous movie star named Douglas Fairbanks, Sr.

To learn more about the history of automobiles/cars, visit:

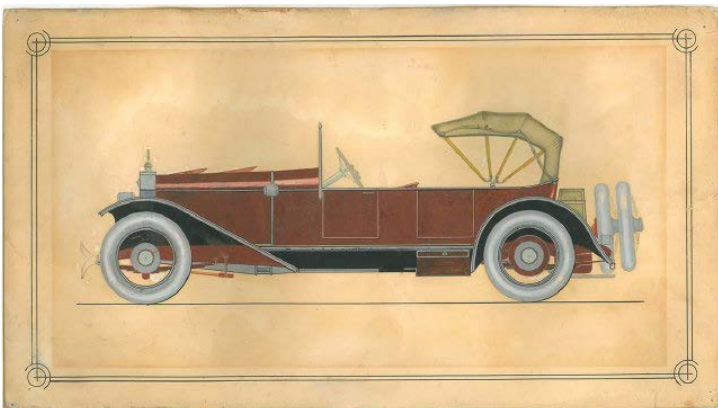
<https://www.history.com/topics/inventions/automobiles>

### Keywords

Automobile: a road vehicle, usually with four wheels, powered by an internal combustion engine or electric motor and able to carry a small number of people

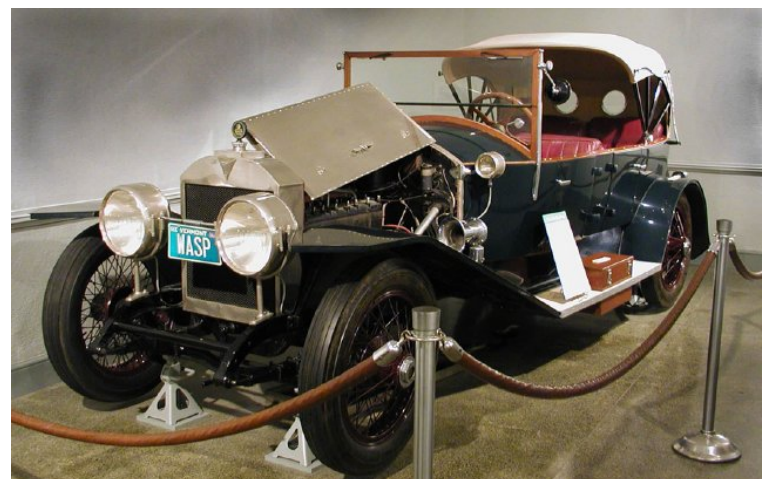
Design: a plan or drawing made to show the look and function or workings of an object before it is built or made

Sketch: a planning drawing done as preliminary layout



Drawing of the Martin Wasp

[Learn more here.](#)



Martin Wasp Automobile

[Learn more here.](#)

# Talk About It

Describe what you see in the images above. Talk about the shapes, lines, and colors you see.

In what ways is the Martin Wasp similar to and different from cars you see today?

Do you like the Martin Wasp automobile? Why or why not?

How do you think it would feel to be a passenger in this car?

Have you ever designed and then built something?

What steps do you think you would need to go through to finish designing something?



# Make Art

Sketch out your own car design.

Supplies needed: pencil, colored pencils, paper, ruler, eraser

Set up: Set up a space to work on your art. Make sure you have all the supplies you need to draw. Work in an area where you are comfortable and have good lighting.

Get to work: If you could design your own car, what would it look like? How many people would it be able to hold? Use your imagination, a pencil/colored pencils and a ruler (if needed) to draw a picture of your own car design.

Take it a step further: Have Legos at home? After drawing your car design, see if you can create a model out of Legos.



# Reflection Questions

How have cars changed over time?

Do you think they will continue to change? What will cars in the future be like?

Do you think the car you designed would be safe, if it were full size and put on the road? Why or why not? What would you need to do to make it safer?

What shapes and colors did you use in your design?



# National Core Arts Standards Checklist

## Conceiving & Developing New Artistic Ideas & Work

- AS #1 - Generate & Conceptualize Artistic Ideas & Work
- AS #2 - Organize & Develop Artistic Ideas & Work
- AS #3 - Refine & Complete Artistic Work

## Presenting - Interpreting and Sharing Artistic Work

- AS #4 - Analyze, Interpret & select artistic work for presentation
- AS #5 - Develop & Refine Artistic Work for Presentation
- AS #6 - Convey Meaning Through the Presentation of Artistic work

## Responding - Understanding and Evaluating How the Arts Convey Meaning

- AS #7 - Perceive & Analyze Artistic Work
- AS #8 - Interpret Intent & Meaning in Artistic Work
- AS #9 - Apply Criteria to Evaluate Artistic Work

## Connecting - Relating Artistic Ideas and Work with Personal Meaning and External Context

- AS #10 - Synthesize & Relate Knowledge & Personal Experiences to Make Art
- AS #11 - Relate Artistic Ideas & Works with Societal, Cultural, & Historical Context to Deepen Understanding

Want to see more items related to cars in the Bennington Museum collection? Use the searchable online catalog.

Go to <https://bennington.pastperfectonline.com/> and search using the keyword "automobile."

Click on the "items with images only" box to discover 80 examples of objects and images from the collection related to cars!