Lesson Plan

Title: Clay Creature Length: One class (Plus two related lesson plans)

ou plan and write art experiences; pre-assess your students based on the proposed concepts, enduring understandings, and objectives of the unit/lesso information from (previous) teachers, by reviewing already completed art work, consulting curriculum materials, etc., to get a better understanding concepts, enduring understanding conformation from (previous) teachers, by reviewing already completed art work, consulting curriculum materials, etc., to get a better understanding conformation from (previous) teachers, by reviewing already completed art work, consulting curriculum materials, etc., to get a better understanding conformation from (previous) teachers, by reviewing already completed art work, consulting curriculum materials, etc., to get a better understanding conformation from (previous) teachers, by reviewing already completed art work, consulting curriculum materials, etc., to get a better understanding conformation from (previous) teachers, by reviewing already completed art work, consulting curriculum materials, etc., to get a better understanding conformation from (previous) teachers, by reviewing already completed art work, consulting curriculum materials, etc., to get a better understanding conformation from (previous) teachers, by reviewing already completed art work, consulting curriculum materials, etc., to get a better understanding conformation from (previous) teachers, and the previous from the previous from

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o be done prior to teaching your lesson. Outline the method you will use to determine the skill/knowledge level of your students based on the conce objectives of the lesson. (Hint: turn these into questions.) Be specific in describing what you would recognize as proficient skill/knowledge.

how do we use clay? hat is a creature/habitat?

ents accomplish as a result of this lesson? This can be presented to students in the form of a story. In this narrative the students take on a role and of a about a specific topic for a certain audience. (RAFT – Role / Audience / Format / Topic)

esearcher working at a museum to create a *real or imaginary* animal out of clay. Your animal will be on display in the museum so that students and able to learn about your creature. You will use your art knowledge and skill to tell the animal's story and to show its features and characteristics.

gist studying all kinds of animals and creatures. Your job is to create a habitat for your animal you have been studying. (students created animal) Aft id its different qualities, you will create its personal habitat deciding on where it should live.

as students will be introduced to in the lesson. These ideas are universal, timeless and transferrable. Examples of concepts used in art might include: atterns, Technique, Rhythm, Paradox, Influence, Style, Force, Culture, Space/Time/Energy, Line, Law/Rules, Value, Expressions, Emotions, Tradition pe, Improvisation, and Observation Look for concepts in the standards, content specific curriculum, etc.

e .

ration que gate/Discovery

erstanding (s): estandings show a relationship between two or more concepts; connected with an active verb. The best enduring understandings not only link two emonstrate why this relationship is important. Like concepts, they are timeless, transferrable and universal.
servations and learn new techniques to create art.
l lessons should address all standards.) Learn to Comprehend
Critique to Reflect
iscover to Create onnect to Transfer
tcomes/Learning Targets: ribe a learning experience with a condition → behavior (measurable) → criterion. Aligned to: Bloom's − Standards − GLEs − Art learning a meracy, Literacy and Technology. Should be written as: Objective. (Bloom's: − Standard: − GLE: − Art learning: − Numerotenhology)
ration clay art techniques, students will be able to understand shapes, lines, forms, etc.
brehend d viewers recognize characteristics and expressive features within works of art
xpressive features and characteristics of art interpret, and make meaning of art and design critically using oral and written discourse
work, students will be able to clearly describe their decisions and processes related to their finished creation. 'zing ct
hat art represents and tells the stories of people, places, or things eflect
e, articulate, and implement critical thinking in the visual arts by synthesizing, evaluating, and analyzing visual information
nique, and clay students will be able to depict an imaginative or realististic creature and habitat of their choice.

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o- and three-dimensional work of art based on person relevance faterials(s)/technique(s)

s of ceramic art, students will be able to describe clay as an art medium and as an element in familiar objects.

ating

fer

d viewers contribute and connect to their communities

ritical reflection

compare and justify that the visual arts are connected to other disciplines, the other art forms, social activities, mass media, and careers in art and non

ration and provided materials, students will be able to invent a creature and habitat using clay.

ng

ion/Reflect

terpret connections to the stories told in and by works of art

leation

e, demonstrate, and debate the place of art and design in history and culture

how you have addressed the needs of exceptional students at both end of the skill and cognitive scale. Describe the strategies you will use for s icient and need growth beyond what you have planned for the rest of the class, as well as modifications for students with physical and/or cognitive c still meet the objectives.

:	Access (Resources and/or Process)	Expression (Products and/or Performance)
s for students to access ltiple modes for student to anding.)	There should be no significant barriers to resources or process for this group of students.	There is no set expectation for this project. Student the problem will vary.
depth and complexity:	Access (Resources and/or Process)	Expression (Products and/or Performance)
	Student work will reflect individual development. Solutions that are more complex will be available to students who need a	The product each student produces will be specific individual. This is an exploratory exercise. Students

abulary) specific to the topic that students will be introduced to in the lesson and describe how literacy is integrated into the lesson.

y, plasticity, impression gage in group discussions about their observations and in individual discussion with the teachers about their own work.
evel appropriate. <u>List</u> everything you will need for this lesson, including art supplies and tools. (These are the materials students will use.) List a 1at.
vers
ials- textured objects (feathers, shells, kitchen gadgets, pinecones, leaves, stamps, etc.)
f waxed paper or other release material for under the clay slab
ids and reference material (books, slides, posters, etc. Be specific; include title, artist, etc. Make reference to where the material can be found. by the teacher to support/develop the lesson.) List all resources in a bulleted format.
/ creature ramic art (student if available and teacher) xture tools for clay
carry clay

ed to prepare for this experience? List steps of preparation in a bulleted format.

to soften clay nd compress es of ceramic art

d objects for students to use in their creations

e is adequate time to dry, fire and glaze finished work

p ideas about how the students may create the animal's habitat. Do the students need images and dimensions of their finished work in order to compl

ut the safety procedures that need to be addressed with students. List all safety issue in a bulleted format.

e a variety of hand tools and objects in the creation of their finished projects. The proper use of these tools will be discussed and demonstrated befor vorking with them.

vate/Inquiry Questions:

ou will begin the lesson to **stimulate student's interest**. How will you pique their curiosity and make them interested and excited about the lesson? **ins will you pose?** Be specific about what **you will say and do** to motivate students and get them thinking and ready to participate. Be aware of the g styles/intelligences of your students. Some ideas might include: telling a story, posing a series of questions, role-playing, etc.

that we are going to use clay (a material many of them are excited to use)

we are going to begin by playing with the clay

ption of personal choice in the creation of their ceramic animal

e of ceramic art that they can observe and handle



.com/736x/33/70/a8/3370a8c484c13d3e433b6a21d5e5c533.jpg .com/originals/e1/d3/f0/e1d3f02b5a7156813e8349c9e85f402f.jpg .llpaper.com/wp-content/uploads/2015/07/Beautiful-Camel-Animal-Wallpapers.jpg ystatic.com/000/0/6119568/il_570xN.314728979.jpg

mple

rv:

reative process of generating, developing, and communicating new ideas, where an idea is understood as a basic element of thought that can be visual describe inquiry questions *and* processes you will engage students in to help them develop ideas and plans for their artwork.

ire be a real animal like a dog, a dinosaur, a snake, a lion, a fish, or elephant?

ire be an imaginary animal like a unicorn, dragon, or a griffin?

iture be a mix of real and imagination like a three-headed dog or a horse or monkey with wings?

ire live in the sky, on land, under water, in the desert, jungle, swamp,mountains, etc.

will your creature have?

le will your creature have?

ire have scales, fur, feathers, horns, teeth, wings, beaks, etc?

ubitat does your creature live in? where does it live? I gills where might it live? here could it live? I trees and plants where could it live?

s of animals students will talk about where they may live and how they know that.

account (in bulleted form) of what you will teach. Be sure to include approximate time for each activity and instructional methodology: skills clude motivation and ideation/inquiry where appropriate; including what student will understand as a result of the art experience

etion - The teacher will (Be specific about what concepts, ation, understandings, etc. will be taught.) Identify	Learning - Students will i.e.: explore ideation by making connections, comparing, contrasting; synthesize possibilities for each painting	Time
tional methodology. KNOW (Content) and DO (Skill)	technique; etc. (Be <u>specific</u> about what will be the <u>intended result</u> of the instruction as it relates to learning.) <u>UNDERSTAND</u>	
Students will be seated at their workstations according to instruction.		5 – 10
Each student will be provided a small 1-2 inch ball of clay, which he or she will manipulate and observe.	questioning deeply	
Students will be divided into two groups for discussion and demonstration.		
sion:		

listening critically clarifying issues	10-15
	(poter
	stude. partic
	5 Min
	walk
	25-30 work
listening critically clarifying issues	5 Mir
	clarifying issues

Students view PowerPoint showing images of animals For slides 1-4 What do you see on this animal? Where might this animal live and why? What on the animal fits with the habitat? students will brainstorm different habitats and what kind of animals live there. What characteristics on an animal help decide where it should live? ex. wings - it can fly so the sky	Analyzing and evaluating	5-10 m
finished habitat example shown O How does this habitat fit my creature and why?	Developing criteria for evaluation	5 mint
Images from last class will be handed out for students to think about their habitat		
Students clay and drawing tool will be at tables		
A quick demonstration will go over using the drawing tool and not piercing clay and only using one side of the clay. o demonstration will be at two different tables	listening critically	5 mint
Students draw habitat elements		
Second demonstration going over texture again O No completely covering original drawing introduce forks for texture How to attach textures (maybe each student tries		15 min
-		
Students finish adding texture into their slab habitat		15 min
Images shown and students guess what kind of animal may live in the habitat		5-10 m
Clean up	analyzing and evaluating interpretations	5 mint
 No completely covering original drawing introduce forks for texture How to attach textures (maybe each student tries on the teachers slab to attach something) Students finish adding texture into their slab habitat Images shown and students guess what kind of animal may live in the habitat 	analyzing and evaluating interpretations	15 min 5-10 m

ive/inquiry activity:

ns and activities (i.e. games, gallery walk, artist statement, interview) intended to promote deeper thinking, reflection and refined understandings preel expectations. How will students reflect on their learning? A participatory activity that includes students in finding meaning, inquiring about materi reflecting about their experience as it relates to objectives, standards and grade level expectations of the lesson.)

igage in a discussion during the small group demonstration where they will talk about their own discoveries and learn from their peers and instructor in a gallery walk during the lesson

ew a few of the class's habitats and think and discuss what kind of animal may live in it and what characteristics the animal may have

nt (teacher-centered/objectives as questions):	Post-Assessment Instrument:
chieved the objectives and grade level expectations specified in your	How well have students achieved the objectives and grade level expectatic in your lesson plan? Include your rubric, checklist, rating scale, etc.
	Checklist:
nderstand shapes, lines, forms, etc using clay?	OStudents understand shapes, lines, forms, etc using clay OStudents describe their processes related to their finished creation OStudents depict and imaginative or realistic creature and habitat of their clay OStudents can describe clay as an art medium and familiarize with it
learly describe their decisions and processes related to their on?	OStudents can invent a creature and habitat using clay
epict an imaginative or realististic creature and habitat of their	√+ Above expected level, very creative, very experimental with clay
escribe clay as an art medium and as an element in familiar	average skills, creature and habitat effectively reflect each other, the describe process using clay
nvent a creature and habitat using clay?	✓ At expected level, creative, experimental with clay, average skills and habitat reflect each other, describe process using clay
	✓- Below expected level, not creative, rarely experimental with clay
	skills, creature and habitat hardly reflect each other, minimally desc

process using clay

is concluded write a brief reflection of what went well, what surprised you, and what you would do differently. Specifically address: (1) To what e is achieved? (Utilize assessment data to justify your level of achievement.) (2) What changes, omissions, or additions to the lesson would you make it (3) What do you envision for the next lesson? (Continued practice, reteach content, etc.)

egan our introduction into clay. Students were first given a small ball of clay and were able to explore and manipulate the clay with minimal prompti, roll, and flatten. After this, students gathered around two tables and observed a demonstration on how to 'draw' into the clay and create their creatu their own clay, able to work, and then viewed another demonstration showing how to add textures onto their animal.

Il playing with the clay and I think that was a good choice to let them begin with touching, viewing, and experimenting with the medium to begin wi rould have been better to keep these off the tables until after, because they ended up making 'lollipops' and using the sticks when we were wanting the ay itself. They also were a little distracted by the animal images, so since they were not being used right away those could have been distributed later do differently

k it would have been better to keep these off the tables until after, because they ended up making 'lollipops' and using the sticks when we were want the clay itself. They also were a little distracted by the animal images, so since they were not being used right away those could have been distributed have allowed the students to experiment with the texture tools on scrap clay before going to their animal. When given the tools a lot of students got r just destroyed their creature they had drawn and had to redo them. If they had something to really play with before going back to their piece, maybe all over their drawing, we also did not have our made example or images to show what students were working towards as a finished product and I they some of them to see.

on of day 2 was very similar to last weeks with a few alterations. We continued their exploration with clay and had them build on last lesson by crat uld accompany and connect to their 'slab creature."

int examples this week we included some student work, which worked well and I think was a good way to get the others thinking about their own creatures they could create. Students did well thinking about what in their habitat would fit with their creature. do differently

went well and there is not a whole lot I would have done differently. We allowed students to go up and pick out their texture tools from a table in the s got busy when a lot of students were up there, but for the most part it was not a problem.

ude all handouts, prompts, written materials, rubrics, etc. that will be given to students.		