

Lesson Plan

Title: "Emotion Clay Monsters"

Length: 5 days

Grade: Freshman, Intro to Design

Objectives/Outcomes/Learning Targets:

Objectives describe a learning experience with a condition → behavior (measurable) → criterion. Aligned to: Bloom's – Standards – GLEs - Art learning and, when appropriate, Numeracy, Literacy and Technology. **Should be written as:** Objective. (Bloom's: _____ - Standard: _____ - GLE: _____ -Art learning: _____ -Numeracy, Literacy, and/or Technology)

*After listening to the project introduction, student's will be able to **explain** what a pinch pot is, what slip and score means and what the projects requirements are.*

*After receiving the ideation packet, student's will be able to **plan** at least 4 different monster ideas using the list of emotions and animals for inspiration.*

*After filling out the ideation packet and watching the clay demo, student's will be able to **create** their pinch pots for the basic shape of their monster.*

*After creating the basic form of their monster, students will be able to **create** details to refine their monster, using textures, coils, and additive/subtractive techniques.*

*After bisque firing their monsters, student's will be able to **investigate** the effects of glazing by applying glazes to enhance their monster.*

*After their monsters are glaze fired, student's will be able to **critique** each other's monsters by identifying what animals are*

Differentiation: (Multiple means for students to access content and multiple modes for student to express understanding.)	Access (Resources and/or Process)	Expression (Products and/or Performance)
	-Student can use cookie cutters	-student can make their monster 2D instead of 3D
Extensions for depth and complexity:	Access (Resources and/or Process)	Expression (Products and/or Performance)
	-Student doesn't need to start with pinch pot shape.	-Student can build monster using coil method.

Lesson Summary:

The students will be creating a clay emotion monster. For this project the student's are instructed to combine aspects of at least 3 different animals to create a monster. Their monster also must represent an emotion. This lesson allows the teacher to introduce the following techniques: pinch pots, slip and score, additive and subtractive sculpture as well as techniques for applying glazes.