

MYTHICAL MIXED MEDIA

ART SERIES

ART EDUCATION MODIFIED LESSON PLAN TEMPLATE

Event Coordinator	Karen Keller
Summary	Participants will create sculptures using the following design process: Research, Brainstorming, Sketching, Armature Building, Plaster Casting, Surface Decoration, and Presentation. Through these processes, participants will create a mythical creature of their own imaginings using inspirations from both nature and historical myths from around the world.
Participants	Yachad Members 18+
Time Frame	3 Day Series
Materials	Plaster of Paris (or Newspaper for papier mache) Pipe Cleaners Tin foil Wooden Boards Tape Scissors Glue Paper Towels Paint Water Recyclables Large Bowls Misc. Craft Supplies (already on site) Table Cloths Aprons Snacks, plates, and silverware Food
Thematic Guiding Questions	What is a myth? Why are they important to people? How can we draw from real life to make something imaginary? How can we draw from other artists and cultures to make something imaginary?
Goals, Understandings, and Objectives	Participants will learn about myths of various cultures. Participants will understand and connect to the concepts of mythology. Participants will imagine their own mythological stories using real world experiences.

	Participants will create 3D artwork using a thorough design process.
Safety, Differentiated Instruction, and Adaptations	<ul style="list-style-type: none"> • First aid kit should be available, with leaders and volunteers aware of its location and protocol. • Room should have consistent routines and a safe, accessible layout. • Set up room for ease of mobility and general safety. • Check in with participants individually as needed. • Leader should speak slowly and clearly, and wait at least 10 seconds after posing a question to allow all participants time to understand what is said and formulate a response. • Information should be written as well as repeated orally, demonstrated, and in visuals for all learners. • Modified drawing and writing materials could be made available for sketching and process journal work. • Have work area adjusted to a height for wheelchair users. • Participants with limited mobility should be seated as close to door as possible for ease and speed of entry and exiting. • Check with participants that they can hear speech from all areas of the room. • Provide allergy-safe snacks. • Allow participants to use quiet fidget toys or doodling to keep themselves focused during discussion as needed. • Redirect participants to keep them on-task. • Allow participants to take brief breaks and walk around classroom when needed. • If there will be a change in routine, participants should be informed in advance of that session. • Provide participants with opportunities to collaborate with others and work in groups to encourage social development. • If finished early or in need of a break with a different activity, coloring book pages and other art activities may be available.
Resources	Examples of Mythological creatures from a variety of cultures works from art history around the globe. (see printouts)
Location and Routines	<ul style="list-style-type: none"> • U-13 Classroom • Long tables will be set up with about eight chairs at each. • On painting days, tables will be covered with disposable tablecloths. • In the middle of the room we will arrange a circle of chairs for opening and closing circles. • The table at the front will have supplies such as paint gallons, cups, brushes, papers etc. • Counters by the sink will have food, plates, napkins and utensils.

	<ul style="list-style-type: none"> Each session will have an opening and closing circle to provide routines, introductions, lesson information, transitions, updates, housekeeping reminders, and most importantly, open discussions.
Vocabulary	<p>Myth/Mythology/Fantasy: Stories used by a culture to explain phenomena, express ideas, and entertain.</p> <p>Hybrid: combination of two or more things to make something new (hybrid cars, hybrid species)</p> <p>Armature: The skeleton of a sculpture, used as a base</p> <p>Mixed Media: artwork using a variety of media such as paint, collage, clay, beads etc.</p>
Sequence of Activities	<p><u>Day One: Research, Brainstorming, and Sketching</u></p> <ul style="list-style-type: none"> Opening circle Presentation and discussion about mythical creatures Showing of multi-stage photographs of exemplar piece Brainstorming Writing real world animals on board for reference Looking through pictures of animals on front table Two-Card Creature Game Free Sketching Closing circle <p><u>Day Two: Armature Building and Plaster Casting</u></p> <ul style="list-style-type: none"> Opening circle Review of previous discussions/design progress Demo of armature creation Armature creation using wooden bases, pipe-cleaners and tin foil Demo of covering armatures in plaster of paris (or papier mache) Covering of armatures with plaster of paris (or papier mache) at front table in groups of 2 or 3 If finished (or waiting), allow to dry, color or sketch, and if there is time, do another layer of plaster of paris (or papier mache) Before end of class, participants write their names on the wooden bases of their sculptures Closing circle <p><u>Day Three: Surface Decoration and Presentations</u></p> <ul style="list-style-type: none"> Opening circle Review of previous discussions/design process Passing out armatures with names on base Priming of sculptures with base color Overview of all mixed media materials at front table, demo of gluing and painting Volunteers and staff help each individual participant select and use their mixed media materials At the end of the class, participants will share their creatures and whatever mythological stories they have about them to the group Closing circle