

Created in partnership with the Kennesaw State University School of Art and Design's Art Education Program | Fall 3302 Course, Instructor: Margret Fancher

Media: Drawing and Stamping

Grade level: 4-5

Instructor: Colton Weeks

Time: 1 day

Objective: Students will learn about the visual aspects and qualities of microscopic creatures. They will develop their own organism based on their own qualities.

Description of project: Students will learn from visuals of microorganisms the different traits that they hold. Based off of the acquired knowledge of the microscopic world they will use their own fingerprint to create an organism based on them.

Standards:

VA5MC.2 Formulates personal responses to visual imagery.

VA5MC.3 Selects and uses subject matter, symbols, and/or ideas to communicate meaning.

VA5C.1 Applies information and processes from other disciplines to enhance the understanding and production of artworks.

Materials: Visual representation of microorganisms, Ink stamps, Paper and color pencils

Accommodations: Use the Guide set by the IEP. Allow visually impaired to sit closer during demonstration. Help the physically challenged students if needed.

Essential Question:

What is an individual?

What makes me stand out?

If I were a color, what color would I be?

What do I want to leave my fingerprint on?

Procedures:

The students will watch a power point on different microorganisms. Showing many different creatures give a discussion on individual traits and special qualities, especially in fingerprints. Have the students use the inkpad to make a finger or thumb print on a piece of paper. Using that print they will begin to create a microorganism of their own using qualities that describe themselves. This is all done in colored pencils.

Reflection:

Rewrite lesson after tested and established with students. Get feedback for student's work and how much they learned. Assess the different parts of the lesson such as the evaluation, teaching techniques and effectiveness of the lesson.

Evaluation:

All of the final products will be placed on a giant hand in the hallway. We will play a game of guessing which one belongs to each artist. The one guessed correctly did well on the assignment because the organism is like the artist.