WEARABLE CARDBOARD CREATURE

Lauren Robles | Lesson Plan | Grade 12 | Sculpture

OBJECTIVE: Through the creation of a cardboard sculpture designed to be an imaginary creature, students will learn that recycled materials can be transformed into wearable art.

MATERIALS: Cardboard, tape, scissors

SEQUENCE:

INTRODUCTION: Students are given the challenge to create a creature/person/being/organism/animal made of only cardboard and tape. This sculpture must also be wearable.

CREATURE PLANNING: In planning their wearable cardboard creature sculpture, students draw sketches from multiple views and reflect on the following questions: Write a detailed description of the creature you plan on creating. Why did you choose this creature? Describe how you plan on using materials in the creation of your piece. Be specific.

EXPERIMENTATION & CREATION: Students work individually and independently to explore and create a creature that will demonstrate experimentation, originality, technical competence, and craftsmanship. Students reference their drawing plans and collaborate on cardboard sculpture techniques.

REFLECTION: Students answer the following questions in a written reflection: *What was the inspiration for your Cardboard Creature? What do you intend your audience to experience or think about when viewing your work? How do you feel you performed in regards to craftsmanship? Why? Did you encounter any difficulties when creating your artwork? How did you work through them? Is there anything about your work that you now think you should have done differently? If so, please explain what and why.*

RUBRIC:

	Excellent	Strong	Good	Moderate	Weak	Poor
Decision Making, Experimentation, and Risk Taking	The work shows well-informed decision making that involves successful experimentation and risk taking.	The work shows thoughtful decision making that involves successful experimentation or risk taking.	The work shows some clear decision making that may involve experimentation or risk taking, but with uneven success.	The work shows limited decision making, experimentation, and risk taking; there may be some limited success.	Decision making in the work is limited to conventional solutions; there is little or no attempt at experimentation; lack of knowledge inhibits risk taking.	Thoughtful decision making in the work is not apparent; there is no experimentation; lack of knowledge precludes any risk taking.
Originality & Imagination	The work clearly displays original, imaginative ideas.	The work generally demonstrates original, imaginative ideas.	The work demonstrates some original, imaginative ideas.	Some original, imaginative ideas appear to be emerging.	The work relies heavily on unoriginal, imaginative ideas.	The work lacks originality and imagination.
Technical Competence and Skill with Media	The technical competence of the work is consistently excellent; media is used effectively to express ideas.	The technical competence of the work is strong; media is used well to express ideas.	The work demonstrates good technical competence and use of media; technical aspects and articulation of ideas do not always work together.	The work is uneven, but overall is demonstrates emerging technical competence and use of media.	The work demonstrates weak technical competence, awkward use of media.	The work is generally inept; use of media is naïve and is lacking in and technical competence.
Quality & Craftsmanship	The work reaches a level of excellent quality and attention to craftsmanship.	The work reaches a level of strong quality and attention to craftsmanship.	The work reaches a level of good quality and attention to craftsmanship.	The work reaches a level of moderate quality and attention to craftsmanship.	The work reaches a level of weak quality and attention to craftsmanship.	The work reaches a level of poor quality and attention to craftsmanship.