

Be crafty

AUTHOR: Belgin Üstünel Saka

TOPIC: How to express yourself through art?

GRADE: 6th

APPROACH: Art and craft, multisensory approach, collaborative approach

DURATION: 65 min

Summary: Art and craft activities can be a fun and engaging way for students to develop their creativity and self-expression in a school setting. We will provide a hands-on, imaginative outlet for students to explore their interests and work on projects that they enjoy. Teachers can lead art and craft activities, providing materials and guiding students in completing projects such as painting, collage-making, scrapbooking, or other hands-on projects. These activities can help students develop fine motor skills, problem-solving skills, and self-esteem, while allowing them to express their unique personalities and interests. It's important to ensure that the activities are inclusive and accessible for all students with higher intellectual abilities, lower ability ones, with dyslexia, ASD, ADHD... Another aspect of differentiation has to do with the options or interests provided by the teacher, as students are free to select the type of exercise that best suits their interests and skill level from the options provided. The teacher switches up the exercises and adds ones that need movement and action since students with ADHD are typically hyperactive, inattentive, impulsive, or have trouble focusing. In order to prevent boredom and give students a chance to engage in physical activity, the teacher also will invite them to switch partners and move around the classroom to engage more together and each one of them will be supervised carefully.

Learning Objectives, Skills and competencies:

What are the main objectives? What skills will the learner develop and demonstrate within the scenario? (e.g. 21st Century Skills).

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The main objectives are:

- Develop creativity and self-expression: Students can use art and craft activities to explore their interests, emotions, and thoughts through various mediums, such as painting, drawing, or sculpting.
- Enhance fine motor skills: Art and craft activities that involve using tools such as scissors, glue, or paintbrushes can help develop students' fine motor skills, hand-eye coordination, and dexterity.
- Foster problem-solving skills: Art and craft projects often require students to think critically and solve problems in order to complete the project, helping to develop problem-solving skills.
- Boost self-esteem and confidence: Completing an art and craft project can help students feel proud of their work and boost their self-esteem and confidence.
- Encourage teamwork and collaboration: If students are working on a group project, they can learn to collaborate with others, communicate effectively, and negotiate creative ideas.

By participating in art and craft activities, students can develop a wide range of skills, including creativity, fine motor skills, problem-solving, self-esteem, teamwork, and collaboration. These activities can provide a fun and engaging way for students to learn and express themselves while developing important life skills.

Learners' role:

What sort of activities will the learner be involved in?

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Learners are involved in various types of exercises. They work individually on a solo art project and also they work in groups or they collaborate in pairs to perform certain communicative/crafty tasks. As part of art and craft activities, learners will be involved in a variety of hands-on, creative projects. These activities may include painting, drawing, sculpting, collage-making, scrapbooking, and other crafts. Learners will have the opportunity to choose the type of project that interests them and work on it at their own pace, with guidance and support from their teacher. They may work individually or in groups, depending on the project requirements. Learners will also be encouraged to share their work with their peers and receive feedback on their progress. They may also participate in collaborative activities that require communication, negotiation, and teamwork skills, such as group art projects. Overall, learners will be actively engaged in the learning process, expressing their creativity, exploring their interests, and developing their skills and competencies.

Tools and Resources

What resources, particularly technologies, will be required?

Here are a few common resources and technologies that may be used:

- Art supplies: Basic art supplies such as paper, paint, markers, colored pencils, scissors, and glue can be used for many art and craft projects.
- Online resources: Teachers and students may access online resources such as tutorials, design templates, or inspiration for their projects.
- 3D printing technology: For 3D printing projects, teachers and students will need access to a 3D printer and design software.

The resources required will depend on the goals and objectives of the art and craft activity, as well as the age and abilities of the students. Teachers should choose resources that support their students' needs and abilities, while challenging them to learn and grow.

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Learning space

Where will the learning take place e.g. school classroom, local library, museum, outdoors, in an online space?

Far Beyond the Barriers Scenario Narrative

Describe in max 10 sentences the main ideas of the scenario

The scenario discusses the benefits of art and craft activities for students in a school setting. These activities provide a fun and engaging way for students to develop their creativity, self-expression, fine motor skills, problem-solving skills, and self-esteem. Teachers can lead art and craft activities, providing materials and guidance to help students complete projects. It's important to ensure that the activities are inclusive and accessible for all students, including those with different abilities and learning styles. Teachers can provide options and interests for students to choose from, and add exercises that require movement and action to engage students with ADHD. Additionally, the scenario highlights the use of resources and technologies, such as basic art supplies, online resources, and digital tools, to support art and craft activities. Finally, the scenario emphasizes the importance of choosing resources and technologies that support the learning objectives of the activity and challenge students to learn and grow. The learning will take place in a school classroom, although other settings are also possible such as pottery workshops.

Learning Activities

Warm-up activity	<p>The teacher and students have a quick conversation about what is art? What are their favorite colors? What is their favorite art? If they know shapes, ... And what do they want to make?</p> <p>(5min)</p>
Collaborative work	<p>As the final revision of the meaning of art and they mention the colors and shapes, learners are divided into pairs, they will be given paper and choices of drawing material and ask them to draw their opposite friend. The teacher monitors their work and helps if necessary. Then, when the pairs are ready, they have to complete one more activity. Each group needs to show the picture to everyone, describe it as detailed as possible and the other groups have to listen then after that they will give each other those drawings.</p>

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(10min)

Investigation work

The teacher will give another exercise with providing the material. The activity will be individual and everyone will be given polymer clay to each one of them and they have to make their favorite animal with the clay. After that they will put it secretly on the teacher's table. Then, each one of the students will guess who's the maker of that animal



(15min)

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Practice work:

Here's an example of a simple art and craft activity that students can practice:


- Paper collage:
- Materials: Construction paper, scissors, glue, magazine images, or other materials for collage
- Procedure: Have students select a theme for their collage, such as nature, animals, or their favorite place.
- Give students construction paper and a selection of magazine images or other materials to use in their collage.
- Show students how to cut out images and shapes from the materials and arrange them on the construction paper.
- Demonstrate how to glue the cut-out images and shapes to the construction paper to create a collage.
- Encourage students to use their creativity and imagination in arranging the images to make a unique and personal collage.

This activity can be adjusted for different age groups and abilities. For younger students, teachers can provide pre-cut shapes and images to use in the collage. For older students, teachers can challenge them to create more complex collages with additional materials. This activity can be done individually or in small groups, and can help students develop their fine motor skills, creativity, and problem-solving skills.



(15min)

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<p>Producing work</p>	<p>As the final step of the lesson, the teacher will provide a big paper that every student will freely do whatever they want on it (hand printing, throwing water colors, drawing, sticking pictures...). The teacher will supervise them and the students will wear an apron to protect their clothes.</p>  <p>(20min)</p>
<p>Discussion</p>	<p>The teacher discusses each exercise with the students making sure they know how to perform a certain exercise.</p>
<p>Presentations</p>	<p>The students work on the big paper that will be hung in the school hallway so that everyone sees it and is visible for everyone at the school.</p>

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Assessment and feedback	The teacher monitors their work during every activity, helps whenever necessary and presents feedback after learners' production and presentation.
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