

Gr 7 Visual Arts

Distance Learning Modules 5 & 6: Weeks of 4/27-5/15 (no school May 4th – May 8th)

Grade 7 Visual Arts: - Character Invention

Targeted Goals from Stage 1: Desired Results

Content Knowledge: Using the Visual Arts to develop a character that plays a role in a story

Vocabulary: Animation, armature

Skills: Drawing, sculpting (optional)

Expectation: Students will invent a character that serves a particular purpose. Students will be asked to create either a 2 dimensional or 3 dimensional version of this character to submit for the final piece (this will depend on what types of materials are available)

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
<p>Invent a character that will magically appear in your favorite movie (watch the movie again if you need the inspiration). If you do not have a favorite movie, then make up your own character and give it a purpose.</p> <p>Ideas to consider:</p> <ul style="list-style-type: none">- What does this character do (what role will it play)?- What will the character look like?- What will the character's name be?- What is the character's personality? Happy, sad, energetic, etc.	<p>Videos: *Ms. Rad's favorites: <i>The Lion King</i> or Tim Burton's, <i>Nightmare Before Christmas</i> and <i>Frankenweenie</i></p> <p>Materials: 2D Materials: paper, pencil, erasers, colored pencils, markers, paint 3D Materials: cardboard, newspaper, (any type of recycled materials), wire, tin foil, tape, glue, Model Magic, paint * Students can go a step further and paper</p>	<ul style="list-style-type: none">- Students can send snapshots of their works in progress.- Students can email questions.

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<p>- Is the character human-like, animal-like, or an inanimate object that becomes animated?</p> <p>Once you have thought up an idea, create a detailed drawing of this character. Include the environment the character will be in.</p>	<p>mache. www.ultimatepapermache.com/paper-mache-recipes</p>	
<p>This assignment can be created in 2D or 3D form.</p>		

Week criteria for success (attach student checklists or rubrics):

Students can submit a rough sketch for feedback before starting on the final project.

Supportive resources and tutorials for the week (plans for re-teaching):