

Session Nine

Juliana, Madi, Sadie



CAS Lesson Plan

Rationale for Art Experience

The purpose of this session is to introduce and explore two new mediums: button-making and printmaking postcards. Through these projects, students will engage with concepts of purpose in art-making through expression of identity, passions, and moments they want to archive. Students will also resolve three works for a final exhibition and contribute to the collaborative documentation board as preparation for the program's conclusion.

Preparation: Prior to Session

- Print copies of the lesson plan for instructors and classmates
- Assemble printmaking and button supplies
- Test button maker
- Make examples of each
- Create powerpoint

Materials:

- [All previous materials for those finishing projects]
- Printmaking
 - Brayers
 - Plastic sheets
 - Ink
 - Carving tools
 - Paper
 - Pencils
 - Linoleum 4 x 6
 - Postcards 4 x 6 (Brown and White)
- Buttons
 - Button-maker
 - Backing and front plastic
 - Paper (with circle template)
 - Colored Pencil
 - Marker

Preparation: Day of Session

- Put signs outside
- All - put on name tags
- All - switch chairs for stools (or a combo of both)
- Prep snack station
- Prep tables with tablecloths and sketchbook materials
- Set up technology
- Arrange button and printmaking station
- Arrange materials on back table

As Participants Arrive

(4 - 4:30)

- Greeting Parents @ Atheneum and Parking Lot: 2 staff members
- Walking students around the building: 1 staff member
- Greeting students at front door: 1 staff member
- Snack Station: 1 staff member
- Sketchbooks with Youth: 3 or more staff members
- Documenting: 2 staff members
- Documentation Board: Emma
- For students to do:
 - Get snack
 - Work in sketchbooks
 - Documentation Wall

Invitation One

Snack Time/Introduction

4:30-4:45

- Revisiting the documentation board
 - Those who have not added to it will have time to contribute
 - Choose your 3 favorite projects from CAS and write something brief about each of them (your thought process, why you made it, why you enjoyed making it, etc.)
 - Those who have already finished adding to the documentation board can sketch in their journal
 - The other activities of the day won't be introduced until students are done writing to avoid distraction.

Invitation Two

Second part of Presentation

4:45-4:50

- Short presentation:
 - Students who were not present for the work day may use this time to finish their three projects for the exhibition
 - Students who finish their three works will participate in the two new activities (required?)
 - Brief intro to button-making and printmaking postcards, generative questions and examples
 - Button-making: identity, expression, gift giving
 - Postcard: correspondence art/archiving, recording a moment, gift giving

Invitation Three (Part 1)

4:50-5:45 (2 stations- 30 min each)

- 2 demos will occur simultaneously at the beginning. Any students who want to try the other activity can go up independently for another demo at any point.
 - Tell other students whenever an additional demo is occurring in case anyone else wants to come observe

- Printmaking: Linocut Postcards (4x6)
 - Show process and examples
 - Students will begin by tracing the linoleum size onto paper and sketching their design. Students will then transfer their design onto the block by flipping over the sketch and rubbing the back to transfer the graphite. Students will then carefully carve out the parts they want to leave exposed white or brown and leave the rest for ink to stick to. The teacher will show a finished example of the print and block to explain the process. They will also show how to carve in the block safely to avoid sliding the tool in dangerous ways. The students will then practice this motion on a shared example block to get a feel for the process. The teacher will then show how to pull a print through rolling the ink, flipping the block, and applying pressure. These steps will be revisited when students have completed the carving.
 - The station will remain up so the teacher can re-demonstrate, answer questions, and help with the ink process.
 - The teacher will also check up on students around the room to help out and observe.

Invitation Three (Part 2)

4:50-5:45 (2 stations- 30 min each)

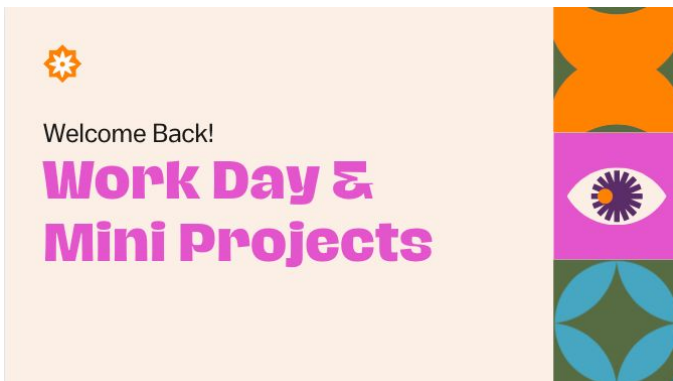
- 2 demos will occur simultaneously at the beginning. Any students who want to try the other activity can go up independently for another demo at any point.
 - Tell other students whenever an additional demo is occurring in case anyone else wants to come observe

- Button Station
 - Show process and examples
 - “Create your design first using markers, colored pencils, a photo sticker, magazine cutout, etc. Keep the main design within the inner circle (as this is the part that will show) and then cut around the outer circle. It is better to cut slightly inside the line rather than outside, as it is important for the paper to fit inside the circle of the button maker. Place the outer metal piece on side A with your design right-side up on top of it, covered by the plastic circle piece. Rotate Side A and pull the lever. Load side B with the metal back with the zig-zag side up (making sure it is straight so your button will be straight), and rotate it and pull the lever again.”
 - One teacher will stay at the button station throughout the lesson to monitor and assist
 - Students will each receive a template with space for 4 button designs.
 - Send students back to their table after the demo to work independently on their design. They can return whenever they have completed and cut out their designs to assemble their buttons.

Supporting Materials

CAS Session 9 Presentation

- https://www.canva.com/design/DAFfjP_jBXw/Ac8BijgZcmk7t8ybwqWBxlw/edit?utm_content=DAFfjP_jBXw&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton



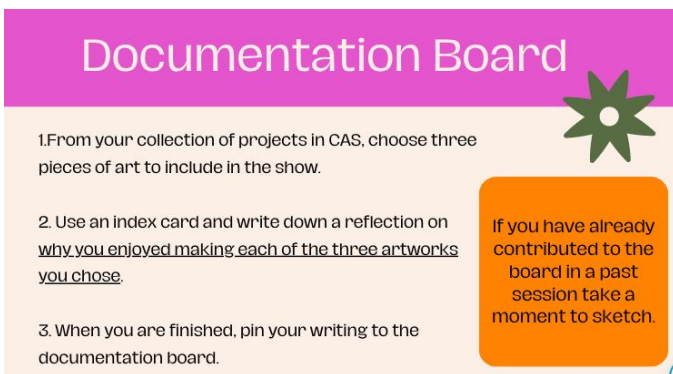
Welcome Back!

Work Day & Mini Projects



Recap

- Our last session next week we will hold an exhibition.
- Each student should pick three pieces for the show
- We are creating a group documentation board



Documentation Board

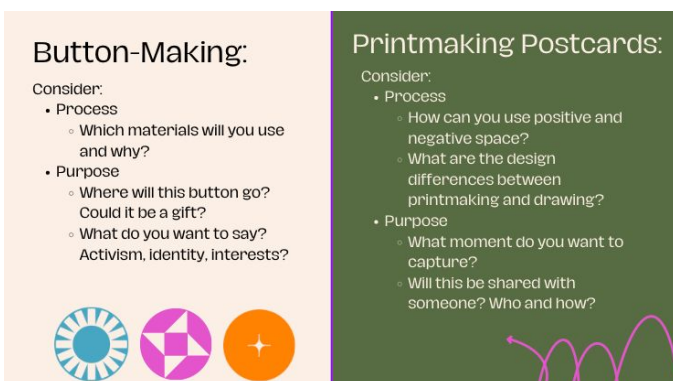
1. From your collection of projects in CAS, choose three pieces of art to include in the show.
2. Use an index card and write down a reflection on why you enjoyed making each of the three artworks you chose.
3. When you are finished, pin your writing to the documentation board.

If you have already contributed to the board in a past session take a moment to sketch.



Activities

- Work Time:** Those who need time to complete their three works may use today to finish up.
- Button-Making:** A short demo and creating 2-3 custom buttons.
- Printmaking Postcards:** A short demo on linocut relief printing and a custom design to print on postcards.



Button-Making:

Consider:

- Process
 - Which materials will you use and why?
- Purpose
 - Where will this button go? Could it be a gift?
 - What do you want to say? Activism, identity, interests?

Printmaking Postcards:

Consider:

- Process
 - How can you use positive and negative space?
 - What are the design differences between printmaking and drawing?
- Purpose
 - What moment do you want to capture?
 - Will this be shared with someone? Who and how?

Session Nine Lesson Plan



Supporting Materials

Button-Making Template:

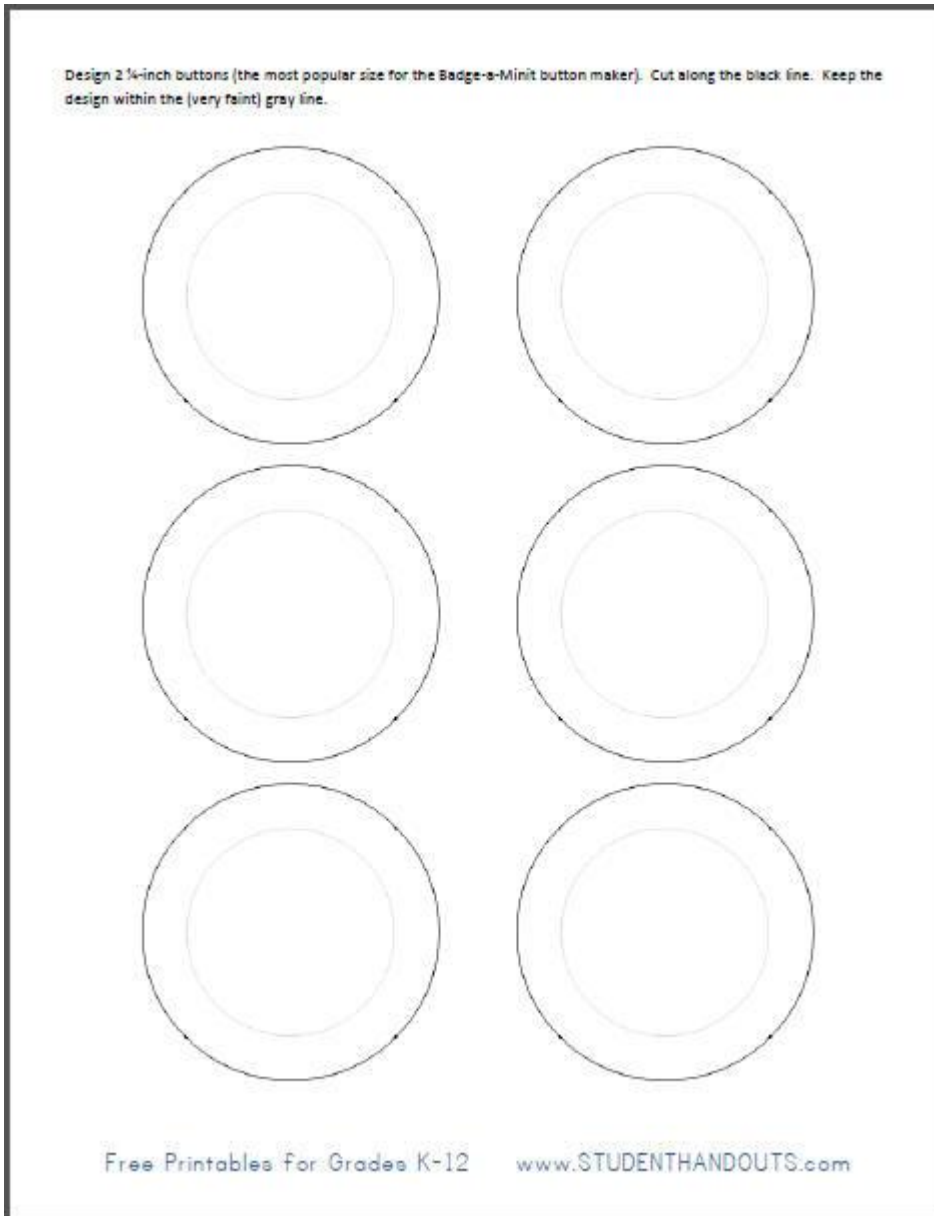


Photo Documentation

