ART, DESIGN 1998 & INNOVATION

Let's build a ??
GIANT sculpture!





We are making a painting!









Play Inspiration:

Children use the play equipment to design a piece of art, public sculpture, or create a new invention.

Benefits:

- Make contributions to a group and work creatively with others during a physical task
- Encourages listening skills and effective communication of thoughts and ideas
- Work cooperatively and productively with others
- Create artworks using materials in creative ways and in a responsible manner
- Understand visual art forms and demonstrate imaginative thought
- Promote physical activity, body awareness, and locomotor movement

Materials:

- Snug Play equipment
- Additional materials to combine with the play equipment (ex. material, natural elements, play props, etc.) (optional)
- Art materials (optional for pre-planning/sketching)

Extensions:

- Discuss design teams and the roles of artists, designers, inventors, engineers, etc.
- Pretend you've been hired to create a sculpture for a park and they interview their customer (s) to identify their needs and desires for the artwork
- Name your sculpture or work of art, discuss what inspired you, and why your chose certain materials
- Children respond and provide feedback to their peers creations
- Discuss lines, shapes, colors, materials, and textures
- Draw the designs created using art materials

Content Connections:

- Physical Education
- Language Arts
- Creative Arts

