

THE ART OF IT

CONSULTANCY

NESTS - CALLING US HOME

WEEK 1

Field trip to a Conservation bird sanctury, Nr Andover the Hawk Conservancy

- www.hawk-conservancy.org

Lesson Goals:

To see birds up close, witness the flying display with birds flying over our heads. seeing how they act, where they roost, how and what they eat. Hear about their geographical locations. see their differences.

Materials Needed:

Notebook/journal to complete the questions, find differences and pick out our favourite bird.

Activities:

looking, listening, interacting, note taking, write words of our immediate feelings.

Home work: Online virtual classroom by the Hawk Conservancy







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WEEK 2

Drawings about egg to bird

Nr Andover the Hawk Conservancy.

Lesson Goals:

To think about development, from egg to bird.

Materials Needed:

Big peices of paper, watch Attingborough video about an egg. drawing materials, oil pastels, vibrant colour.

Activities:

- 1. Sheet of paper images of where birds live, thoughts about what we saw at the conservancy. encouragement of thinking about big marks
- 2. After watching the film, we will think about an egg journey. what is in the egg space what words could we place in the egg space.
- 3. Think about other animals that produce eggs crocodiles ants sharks



WEEK 3

Characterisation of the embrionic being

Lesson Goals:

Learn about the role of character in storytelling Design a character with depth/personality Simplify character design using shapes

Materials Needed:

Workbooks, pens, pencils, scissors, colour paper, pre-cut shapes, Scratch, Procreate, PCs.

Activities:

Discuss who/what our characters might be: talking egg yolk, devloped bird sat waitingto break out, part bird part egg yolk introduce conceptual art.

Complete character design section of notebook/journal: sketch character, name, character details etc.

Simplify the characters designed using shapes

Transfer to PCs build their character digitally.



WEEK 4 Storytelling

Lesson Goals:

Learn about the role of plot in storytelling Develop a plot for a character Learn about basic animation principles Create a short stop-motion animation Code a simple animation using Scratch

Materials Needed:

Workbooks, pens, pencils, scissors, colour paper, pre-cut shapes, Scratch, Procreate, PCs.

Activities:

Intro to session & plot as a storytelling tool

Develop simple plots in workbooks

Create a short stop-motion animation using iPads and app

Transfer to PCs Demo of basic character animation in Scratch Animate characters in Scratch



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WEEK 5 Nest building structure

Lesson Goals:

physical experienne, talk about performance art, talk about the role of architects in our society

Materials Needed: cushions, blankets, soft play equipment. Large hall space

Activities:

using drama and physical form to think about ourselves as an egg devloping to a bird

using materials and splitting into groups, use the materials in the room to make a nest for the group....

think about weaving, safety, warmth and home

Outcome: performance - making a nest - drama - video of it

homework: collecting things that would be comfortable in the nest of there choosing.





WEEK 6 Weaving a story

Lesson Goals:

introduction to sculpture natural materials, learn weaving and fixing technics

Materials Needed: twiggs, string, moss, dog hair, lint from the dryer shredded paper,

Activities:

Strength of structures, achitecture, engineering, protoyping. RA architecture rooms.

Design our structures on paper. thinking of strength, saftey, feeling of being inside it

intro to basket weaving, via video with real weaver, template of size of nest to make.

Taming the materials to do what we want them to, if they have a differnt idea of how to construct their nest then we should investigate it.

Outcome: Using words to place in our nest of what our nest is, what it feels like, how it behaves, why you like it. This will be truned into a poem inside the nest.







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WEEK 7

Augmented reality characters for Nests

Lesson Goals:

Record discussion of characters and process for later use in interactive sound posters

Create 3D or 2D augmented reality prototypes

Materials Needed: Voice recorder, microphone, iPads, iPad tripods, paper, charcoal, pens, Artivive/Aero, Qlone, Qlone scan print-outs.

Activities:

Create augmented reality (AR) prototypes using either: a) 3D - Plasticine, Qlone and Adobe Aero/Artivive OR b) 2D - Procreate & Adobe Aero/Artivive







WEEK 8

Celebration exhibition - virtual exhibition alongside the made items.

Friends, family and school community involved.

Lesson Goals:

Pride in the materials and items produced, allow the children to tell others what they have achieved and have a demonstration led by the children on AR

Materials Needed: wall and table space, a main hall after lunch and after school. Online availability on the school website, and The art of us YouTube channel



