

Scratchboard Project

Teacher Candidate: Stefani Sumption

Cooperating Teacher: Ms. Hinze

Grade Level: 8th Grade

Subject: Art

Date: 11/16/15

This lesson will include the students learning how to use a scratchboard, the scratchboard techniques, the dos and don'ts of using a scratchboard for this assignment, then allowing the students to go to the computer lab and print off a picture of an animal to use for the project. If there is time the students can begin sketching their animals.

Common Core/State Standard(s):

6-8.VA.Cr.2.3 Apply visual organization strategies (such as the principles of design) to produce a work of art or media that clearly communicates information or ideas.

Learning Objective(s):

Students will be able to understand the concepts of etching a scratchboard in art.

Students will be able to differentiate between effective and ineffective techniques of etching in a scratchboard.

Students will be able to distinguish what designs demonstrate good contrast and movement in preparation for creating their own scratchboard.

Rationale: Describe how this lesson is developmentally appropriate:

- Basic concepts of line, texture, and movement are needed to master the lesson objectives.
- Learning the principles of art through the etching techniques on the scratchboard are useful to the students to teach them knowledge they will use in future art assignments.
- The use of a scratch tool and etching techniques, as well as dos and don'ts for the project, will be taught during this lesson with a PowerPoint and lecture from the teacher.
- According to Elliot Eisner, art provides children with opportunities to solve problems using their imaginations. This assignment presents the students with the opportunity to choose a design they want to use on their scratchboard, decide how they will create effective movement and texture with the techniques of etching taught, and then transfer their design to a scratchboard and solve how they will physically etch their design.

Pre-Assessment

- The teacher covers the different techniques that can be used on a scratchboard with the use of a PowerPoint.
- The teacher will go over dos and don'ts of scratchboard techniques.

Assessment

- The teacher will show effective and ineffective examples of scratchboard techniques on the PowerPoint.
- The teacher will present examples of different scratchboard projects and the students will decide which ones show effective techniques and ineffective techniques.
- The students will go to the computer lab and choose subjects to use in the scratchboard project.
- The teacher will answer questions regarding assignment and the scratchboard techniques.

Post-Assessment

- The teacher will explain what is needed for the assignment.
- The teacher will help students decide if the subject the student chose is a good example to use for the project.
- The teacher will let students know what is needed for a good grade on the project and will let them know a rubric will be provided at the end of the assignment. This will grade them on creativity, originality, effort, and following directions, as well as determining if they displayed movement and contrast in their animals they chose.

Planning

	<p>Key Vocabulary:</p> <p>Scratchboard- A drawing board coated with white clay and a surface layer of black ink that is scratched or scraped away</p> <p>Scratch tool-tool used to scratch the black coating off of a scratchboard</p> <p>Contrast-to compare in order to show unlikeness or differences</p> <p>Movement- illusion of implied movement</p> <p>Texture-the feel, appearance, or consistency of an object’s surface</p> <p>Hatching-technique to create shading effects using closely spaced parallel lines</p> <p>Cross-hatching-technique to create shading effects using intersecting parallel lines over hatched lines</p> <p>Stippling-technique to create shading effects using dots</p>	<p>Technology needed:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Computer for PowerPoint. <input type="checkbox"/> The teacher will show examples of techniques as well as dos and don’ts of the scratchboard project. <p>Other required materials:</p> <p>Computer lab</p>
	<p>Accommodations:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Accommodations/modifications will include working one on one with students with special needs, as well as students that simply need guidance, while determining which animal design would work best for their scratchboard project. 	
Lesson Plan Implementation	<p>Lesson Opening:</p> <ul style="list-style-type: none"> <input type="checkbox"/> The teacher will announce that the students will be starting a new projects, scratchboards. <input type="checkbox"/> The teacher will assess who has used scratchboards before with question and answer. 	
	I Do	<p>Instructional Input</p> <ul style="list-style-type: none"> <input type="checkbox"/> The teacher will present the PowerPoint with techniques to use on the students’ scratchboard projects. <input type="checkbox"/> The teacher will explain what a scratchboard is and what can be done with them for the students who have never used them. <input type="checkbox"/> The teacher will point out how certain techniques give etched objects texture and movement, especially if etching an animal with fur/hair. <input type="checkbox"/> The teacher will explain that the students will demonstrate these techniques in their projects. <input type="checkbox"/> The teacher will go over dos and don’ts of ways to scratch on a scratchboard. <input type="checkbox"/> The teacher will explain that the students will be choosing an animal of their choice to etch on their scratchboard. <input type="checkbox"/> The teacher will explain that after they choose an animal they will be transferring the drawn image to the scratchboard with transfer paper in the next lesson.
	We Do	<p>Guided Practice</p> <ul style="list-style-type: none"> <input type="checkbox"/> The students can practice these techniques with a pencil and paper while following along, if they wish. <input type="checkbox"/> The students will decipher which examples are demonstrating effective and ineffective techniques from the PowerPoint presented. <input type="checkbox"/> The teacher will explain that the students will need to display texture, contrast, and movement in their final scratchboard animals. <input type="checkbox"/> The teacher will answer any questions on the assignment.
	You Do	<p>Independent Practice</p> <ul style="list-style-type: none"> <input type="checkbox"/> The teacher will take the students to the computer lab so they can choose an animal of their choice to use on their scratchboards. <input type="checkbox"/> The teacher will point that the students can bring a picture from home of their own pet if they wish, high and low contrast just needs to be apparent <input type="checkbox"/> The teacher will answer any questions regarding a good example of animal chosen.

	<p>Lesson Closing</p> <ul style="list-style-type: none"> <input type="checkbox"/> The teacher will go over what was taught by asking student to describe good techniques of scratching a scratchboard. <input type="checkbox"/> The teacher will view each student's idea for the animal they will use on their scratchboard.
Analyze	<p>After you have administered your assessments (formal or informal) for this lesson, analyze the results.</p> <ul style="list-style-type: none"> ✓ How did the students perform on this assessment? To what degree did they achieve mastery toward the lesson objective(s)? ✓ How will you provide opportunities for remediation and extension?
Reflect	<p>Reflect on your effectiveness as a teacher based on the analysis of students' performance.</p> <ul style="list-style-type: none"> ✓ List two things you feel you did well to plan, implement, or assess instruction. ✓ Describe the changes you would make if you were to teach this lesson again.