

Lesson Plan Guidelines Creative Arts

Ages 5-6: Creative Arts Camp

Explore the wonders of art in a playful, stimulating environment offering visual art projects, music, dance, games, and storytelling. Campers will exercise their imagination each day through interactive activities. Discover clay, collage, drawing, painting, and more! No two camp sessions will be the same as each week will offer new and exciting creative opportunities for campers to enjoy. Finish the week with an art show on Friday at 2:30pm to share your awesome creations!

Lesson Plans

- All instructors are required to submit a lesson plan. **Lesson plans are due Monday April 8th.**
- It's better to over plan! Be sure to have enough projects and activities to fill time and to keep campers engaged and excited about art!

Lesson Plan Cover Page:

- Include Week #, Dates of Session, Session Theme, and Teacher Name.
- Main Lesson: Create 3 to 4 Main Lessons to facilitate each day.
- Quick Lesson: This is scheduled time for interactive camp activities such as camp/drama games, songs, dance, music, and storytelling.
- Self-Directed Lesson: This is a project that campers can work on independently throughout the week. When campers finish their Main Lessons early, direct them to work on this project.
 - Example: Sketchbook Drawing: direct campers to draw something relating to the session topic in their sketch books.

Lesson Plans:

For each project, please be sure to include the following:

- Project Title: Name the project to be facilitated and include a photo of the project to be completed.
- Project Steps: Include the necessary steps needed to complete the project. Please be clear and concise with your step by step instructions.
- Regular Supplies: Refer to the Creative Arts Cart Inventory Sheet for a list of "Regular Supplies" to be used for projects.
- Extra Supplies: Refer to the Extra Supplies Available list for all "Extra Supplies" to be used in projects.

Please refer to the sample lesson plan included for further explanation.

Creative Arts Projects CAN be a Combination of The Following:

- **Clay Project**: Using air dry clay, campers will sculpt an object relating to the camp topic.
Suggested Supplies: air dry clay, tempera paint, paint brushes, paint trays, mod podge, and clay tools
- **Collage Project**: Campers will create a colorful image relating to the camp topic.
Suggested Supplies: construction paper, tissue paper, newspaper or magazines, scissors, glue
- **Drawing Project**: Campers will draw people, places and/or things relating to the camp topic.
Suggested Supplies: pencils, colored pencils, oil pastels, colored markers, black sharpies, crayons, construction paper, drawing paper
- **Painting Project**: Campers will paint people, places and/or things relating to the camp topic.
Suggested Supplies: brushes, paint trays, watercolor paint or tempera paint, black sharpies, crayons, salt
- **Printmaking Project**: Campers will choose a person, place or thing relating to the camp topic. Using a pencil, campers will create a simple line drawing on scratch foam.
Suggested Supplies: pencils, scratch foam, brayers, ink, foam trays and construction paper
- **Sculpture Project**: Campers will create a 3D non clay sculpture relating to the camp topic.
Suggested Supplies: newspaper, paper mache paste, balloons or found objects (such as soup cans, cardboard, egg crates, toilet paper rolls), bowls, mixing bowl

SUPPLIES:

- All Creative Arts camp instructors shall use the supplies listed on the “Creative Arts Cart Inventory” AND the “Extra Camp Supplies” forms for their art projects throughout the week.
- No budget is available for ordering any specialty supplies not listed.
- When listing the supplies needed for each project, please be specific and clear about what you need. Include the amount, size, and color of your supplies.
 - EXAMPLES: Yarn: red, 12 in. per camper
Fabric: Purple, cotton, 1 yard per camper
Styrofoam Balls: 15 at 2 inches
Watercolor Paper: 15 pieces cut to 5x7
Tissue Paper: 5 sheets each of red, green, and yellow
Construction Paper: 15 sheets of orange
Printmaking Ink: Purple, Red, and Turquoise

Quick Lesson/Activities

All Creative Arts camps **MUST** include fun, interactive group activities. These activities can be scheduled during Break time and during Quick Lesson time. Following are ideas for interactive group activities:

○ **Camp Games**

- Nature Scavenger Hunt
- Homemade Pick-Up Sticks

While in the courtyard, have campers find fifteen twigs of equal lengths (about 10-12 inches). Paint each stick a different color. After letting the paint dry, the instructor will hold all the sticks over floor and drop them. Campers take turns trying to remove sticks without moving any of the other sticks. Campers can keep the sticks they pick-up without moving others. If any stick in the pile is moved, the player must stop trying to pick up the stick and the 2nd player gets a turn. The "winner" is the player who has the most sticks after all sticks in the pile have been picked up.

- Dinosaur Bingo
- Spot the _____: Hide a plastic item in the room and see who finds it first.
- Hunting for Dinosaurs Outside: Hide plastic dinosaurs in the courtyard and have campers find them all!
- Pin the Beak on the Penguin

A re-working of the old standard Pin the Tail on the Donkey. The instructor draws a large Penguin without a beak and tapes it to the wall. Cut out beaks from construction paper and stick small pieces of tape to the back. Blindfold a camper and have them try to stick the beak in the correct place.

○ **Camp Songs**

○ **Acorn Brown**

I'm a little acorn brown,
Lying on the cold, cold ground.
Someone came and stepped on me,
That is why I'm cracked, you see!
I'm a nut (click,click)!
I'm a nut (click, click)!
I'm a nut! I'm a nut! I'm a nut (click, click)!

○ **The Dino Pokey** (Sung to: "Hokey Pokey")

You put your claws in
You put your claws out
You put your claws in
And you scratch them all about
You do the Dino Pokey
And you turn yourself around.
That's what it's all about.

You put your feet in
You put your feet out
You put your feet in
And you stomp them all about
You do the Dino Pokey
And you turn yourself around.
That's what it's all about.

You put your teeth in
You put your teeth out
You put your teeth in
And you chomp them all about
You do the Dino Pokey
And you turn yourself around.
That's what it's all about.

You put your tail in
You put your tail out
You put your tail in
And you swing it all about
You do the Dino Pokey
And you turn yourself around.
That's what it's all about.

○ **We're Flying** (Sung to: "The Farmer in the Dell")

We're flying to the moon
We're flying to the moon.
Blast off, away we go
We're flying to the moon.

Other verses:

We're going in a spacecraft
We're walking out in space
We're landing on the moon
We're collecting moon rocks
We're flying back to Earth
We're landing on the Earth

- **Dance Jam:** Instructor leads group through simple dance movements or Instructor plays kid friendly G rated songs for campers to dance freestyle to.
- **Drama Activities**
 - Classroom Plays

Let the campers choose a story to act out, one that you know the story of, as well. Let each camper choose each part that he or she wants to play -- it's fine if there's more than one child playing the same character. Then narrate the plot or read aloud the story to the group of children. As you narrate the story, the children should act out their roles according to your instructions. Be sure to give extra verbal cues when necessary, like "then Sleeping Beauty climbed the stairs" and all the Sleeping Beauties should pretend to climb stairs, or "the prince chopped through the vines to the castle" and all the princes should pretend to chop with a sword. It won't matter if there are several children for each part. They all will act together and have fun together.
 - Will You Buy My Zebra?

This is a game that helps students learn to not 'break character.' Have all players in a circle or scattered about the space. Choose one person to play the zebra seller and one person to play the zebra. The zebra seller must approach other players and ask "Will you buy my zebra?" The player she approached must answer "No, thank you," with a completely straight face. The seller may move on to another player, or she may stay and try to convince that person to buy her zebra by bragging about the zebra's attributes or talents. She may invent outlandish things such as "My zebra can do gymnastics!" The person playing the zebra must go along with the zebra seller's statements. If an approached player laughs (breaks character), they become the zebra. The zebra becomes the zebra seller and the zebra seller rejoins the group.
 - Star Search

Tell your campers that they are going to pretend that they are auditioning for a part in a movie. The director wants actors who are very talented and can act with good expression. Select a camper to act out one of the following behaviors, or select a behavior of your own. The camper must come up with a situation and be able to act it out to demonstrate the given behavior. Gentleness, Kindness, Surprise, Happiness, Bravery, Fright, Anger, Pain, Sadness, Delight, Excitement, Shock, Thrilled
- **Interactive Story Telling**
 - Story Starter

Suggest three or four characters (say a pig, a basket, a car, and an apple) and challenge campers to create a story that uses these characters. What are these characters names, what doing, where are they going? The story can start and stop throughout the day with the same characters or add new ones. The story can continue from one day to the next.

Please refer to www.pinterest.com/SpruillCamp for inspiration, project ideas and activities!

Do not hesitate to contact me if you have any questions about the lesson plans.

Completed lesson plans need to be emailed to the Camp Director by Monday April 8th.