

## Art-Kid-Techs with Rochelle

### Instructions:

Check out this sample lesson plan and activity ideas for inspiration, ideas, and more. Feel free to edit, delete, or highlight to make it your own! These notes are yours to customize. They will not be published anywhere such that you're held to teaching exactly what's here.

### Topics

PAPER CRAFTS, READING, ARCHITECTURE, URBAN PLANNING

### Lesson Ideas

Lesson Title

Art-Kid-Techs

Duration

1 hour

Lesson Plan

#### 1. **Introduction to Architecture** (10 minutes)

- Begin with a brief introduction to architecture and urban planning.
- Show images of famous buildings and ask students what they like about them.
- Discuss the role of architects and urban planners in designing cities.

#### 2. **Reading and Discussing a Short Story** (10 minutes)

- Read a short, engaging story about a young architect or urban planner.
- Discuss the main themes and characters with the students.
- Ask questions to encourage critical thinking about the story's connection to architecture.

# GRASSHOPPER

## 3. **PAPER CRAFT: Building the City** (20 minutes)

- Provide each student with a set of paper craft supplies.
- Encourage students to design and build their own version of a city block using paper.
- Guide them through creating simple building structures to replicate houses, offices, and parks.

## 4. **Group Reflection on Urban Planning** (10 minutes)

- Have students present their paper city blocks and describe the features.
- Discuss the importance of planning in building functional and aesthetic cities.

## 5. **Wrap-Up and Q&A** (10 minutes)

- Recap the highlights of the lesson.
- Encourage students to share what they've learned about architecture and urban planning.
- Answer any questions they might have.

## Materials List

- Construction paper
- Scissors
- Glue sticks
- Crayons/colored pencils
- Printed images of famous buildings
- Short story about architecture (age-appropriate)
- Markers

## Adaptations for Different Ages

- **Younger Children (5–7 years):** Simplify the reading material, focusing on picture books with architectural themes. Provide pre-cut shapes for easier craft construction.
- **Older Children (8–12 years):** Include additional architectural vocabulary and concepts. Encourage more complex paper structures that incorporate elements like columns and domes.

## Movement Break

# GRASSHOPPER

After the Paper Craft activity, have students stand and do a quick "City Stretch" where they mimic stretching to build or touch tall skyscrapers and bending like winding roads for 2–3 minutes.

## Bonus Activities

- **Architecture Treasure Hunt:** Create a list of architectural elements and have the kids find them in their home or school.
- **Guest Speaker:** Arrange for a local architect or urban planner to speak via video conference.
- **Virtual Building Design:** Use simple online design software to create virtual cityscapes.

## Series Outline

### ### Week 1: Introduction to Paper Crafts

- Create simple origami figures (e.g., cranes, boats) and discuss their cultural significance.
- Assemble a paper mosaic using colored paper and glue.
- Design and make paper masks inspired by different cultures.

### ### Week 2: Paper Engineering

- Build a paper bridge and test its strength using small weights.
- Create pop-up cards using folding techniques and scissors.
- Design and construct paper airplanes, experimenting with flight dynamics.

### ### Week 3: Storytelling Through Art

- Read a short children's story and illustrate it using paper and pencil.
- Create a paper flipbook that tells a simple story using animation.
- Use paper cut-outs to make a collage depicting a favorite scene from the class reading.

### ### Week 4: Basics of Architecture

- Construct basic 3D shapes (cubes, pyramids) using cardstock and glue.
- Discuss iconic buildings and create simple models using craft sticks.
- Use recyclable materials to build a miniature house.

### ### Week 5: Exploring Urban Planning

- Design a paper city map with roads, parks, and buildings using grid paper.

# GRASSHOPPER

- Role-play as city planners, deciding where to place schools, parks, and houses.
- Work in teams to build a miniature city using cardboard and found objects.

## ### Week 6: Introduction to Technology in Art

- Experiment with simple drawing apps on tablets to create digital art.
- Explore stop-motion animation by creating a short paper-based film.
- Use a basic coding platform to create an interactive story with graphics.

## ### Week 7: Art and Coding

- Use coding blocks to create simple patterns and designs.
- Explore symmetry and patterns using digital drawing tools.
- Engage with online creative coding platforms for art projects.

## ### Week 8: Innovative Art Materials

- Create artwork using unconventional materials (e.g., food coloring on a coffee filter).
- Experiment with creating textures using rubbing techniques with crayons and leaves.
- Make a collaborative mural using mixed media on butcher paper.

## ### Week 9: Art and Nature

- Collect natural materials to create a nature-inspired collage.
- Design a garden using paper cutouts and discuss garden planning.
- Explore the concept of eco-friendly art and create recycled-material sculptures.

## ### Week 10: Review and Exhibit

- Prepare an exhibit showcasing all projects from previous weeks.
- Write and present a short narrative on the favorite project and what was learned.
- Host a 'Class Museum' day where students present their projects to peers and parents.

For additional support, reference this [experience outline template](#) which includes tips and prompts to help you develop and lead an excellent Grasshopper Kids experience.

*Note: This lesson plan outline was drafted by Hopper. If you would like to see different results, you can [submit another idea](#), or text us with feedback so we can work to make the algorithm better. We built this tool to help save you time in bringing more kids enrichment experience ideas to life!*

# GRASSHOPPER

