

Name: Vanessa Gomez

Daily Lesson Plan

Lesson Title: Fantasy Character - Day 1
Grade Level: High School

Sequence and Scope Statements:

Students will draw out the preliminary drawings for their fantasy characters head.

Concept and Skills:

Students will learn about basic head structures.

Academic Language:

- Line
- Composition

Purpose of Lesson:

Students will draw the head of a fantasy character they design from 3 different viewpoints.

Learning Objectives:

Given a presentation on 3D sculpture as well as pencils and paper students will draw out the design for a fantasy character that successfully demonstrates their unique character from 3 different points of view.

Assessment Criteria:

Technical Skill – Drawing

Formal Quality – Line, composition

Conceptual Complexity – Personal character

Teaching Resources Needed to Support the Lesson:

Scott Eaton, Ivan Onnellinen, Coty Polk

Art Materials Necessary for the Lesson:

Paper, pencils

Planning for Differentiation:

Students who finish their drawings in class will be encouraged to further develop their character and add supporting information that may explain any design choices.

Students with unfinished drawings will have a little extra time at the beginning of next class to finish however they have the option to work on it outside of class if they

choose.

Teacher Directed Activities:	Student Activities:
<p>Introduction: I will introduce the project by showing them a presentation on digital sculpture. I will also show them the basic structure of a human head so they can choose to use that as reference if they so choose.</p> <ul style="list-style-type: none">• How would your character see, hear, eat, etc.? What kind of body parts will it have to facilitate that?	<p>Introduction: Since the character they are designing can be anything they want it to be I am expecting a lot of creative and unique designs.</p>
<p>Development: I will hand out paper for them to use so they can begin drawing out their ideas. They will turn in 3 final drawings that feature their characters head from different points of view.</p> <ul style="list-style-type: none">• What kind of features will your character have on the back of their head? On the sides?	<p>Development: They will be given the majority of class time to think about and develop their ideas. Although I am showing them the general anatomic structure of a human head, this will only be for optional reference and they can make it look however they want.</p>
<p>Conclusion: Students will turn in their finished drawings if they are complete. If they are not done yet, they can keep them to continue working on them at home or to keep until next class.</p> <ul style="list-style-type: none">• Is your character based off of anything? If so, what?	<p>Conclusion: There is not much clean up for this activity. Students will conclude by putting away their supplies and turning in any finished drawings.</p>

Critical Comments and Reflections: