



**DAY 1**  
**let's talk**  
**about Unity!**



**grab a cup of play-doh**



# Warm Up- day 1(Tue)

match with a partner or two. out of playdoh, plan together to make two different things that go together in some way. ??????

**example show ex. of united objects and disjounted  
ones 3x**

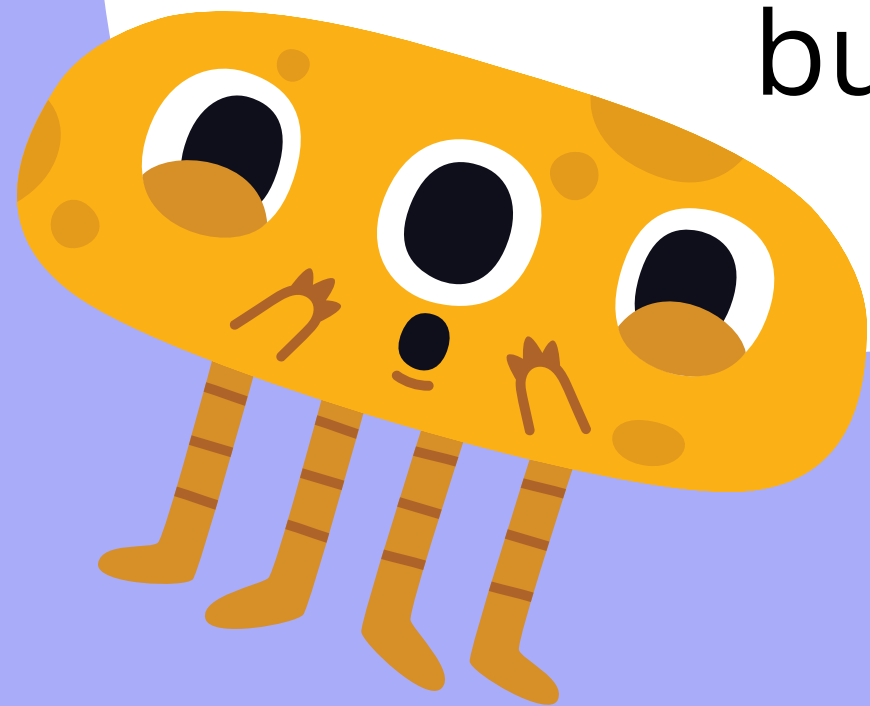


**What is Unity?**

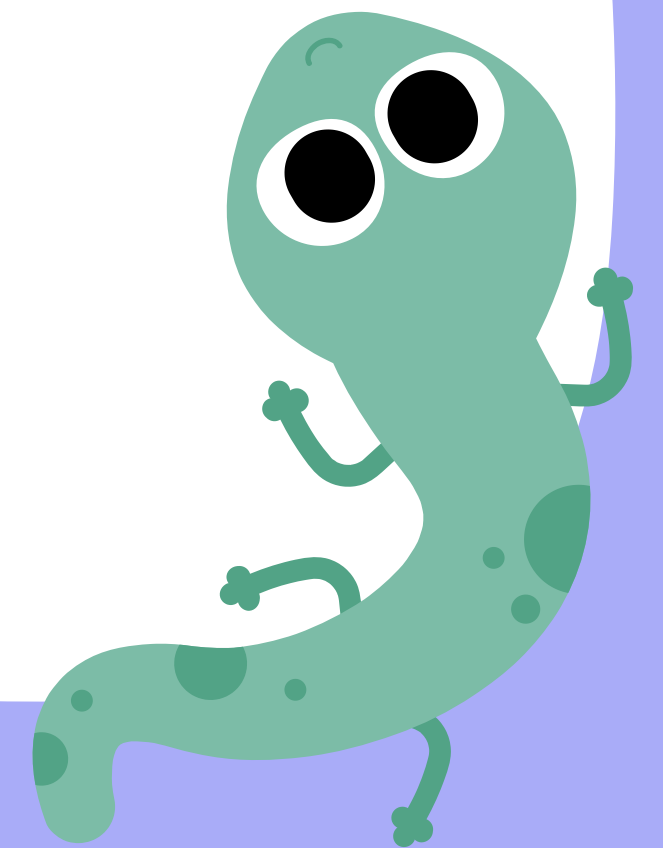
# What is Unity?

The principle that makes artwork look **cohesive, balanced,** and **harmonious** rather than a collection of unrelated parts

but how can you make your art cohesive?



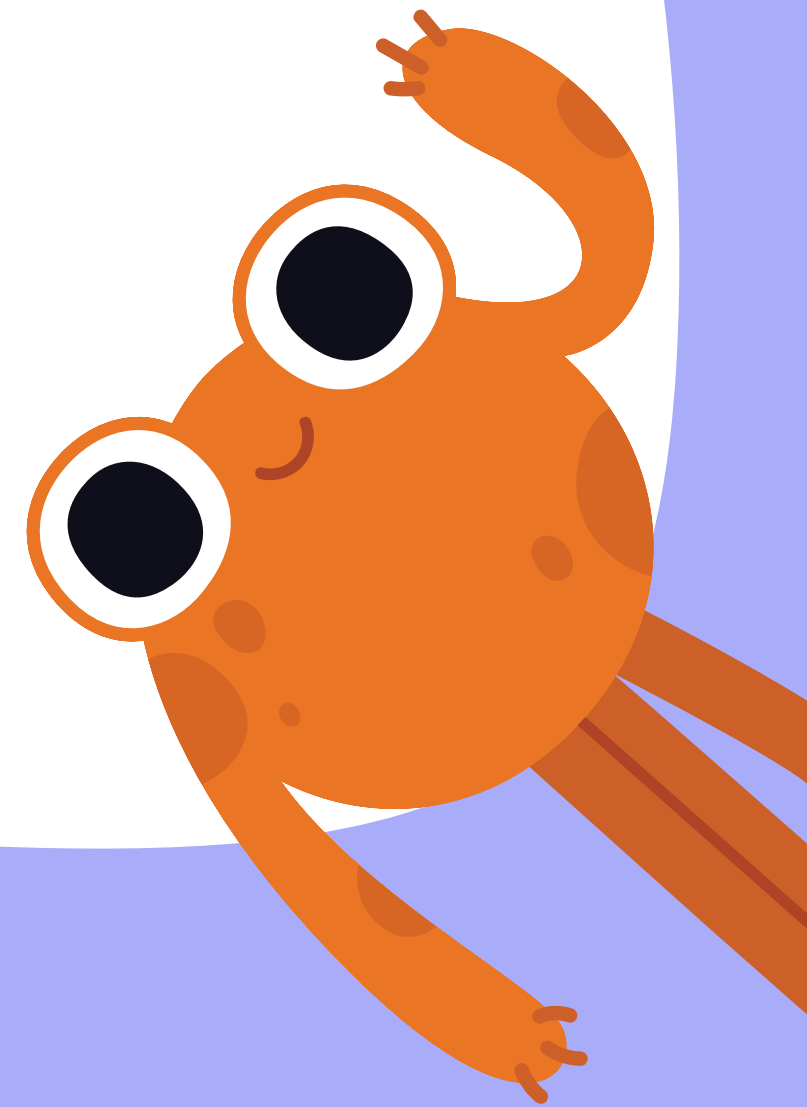
# Color



# Repetition



# Shape and proximity



# Other examples

line

form

texture

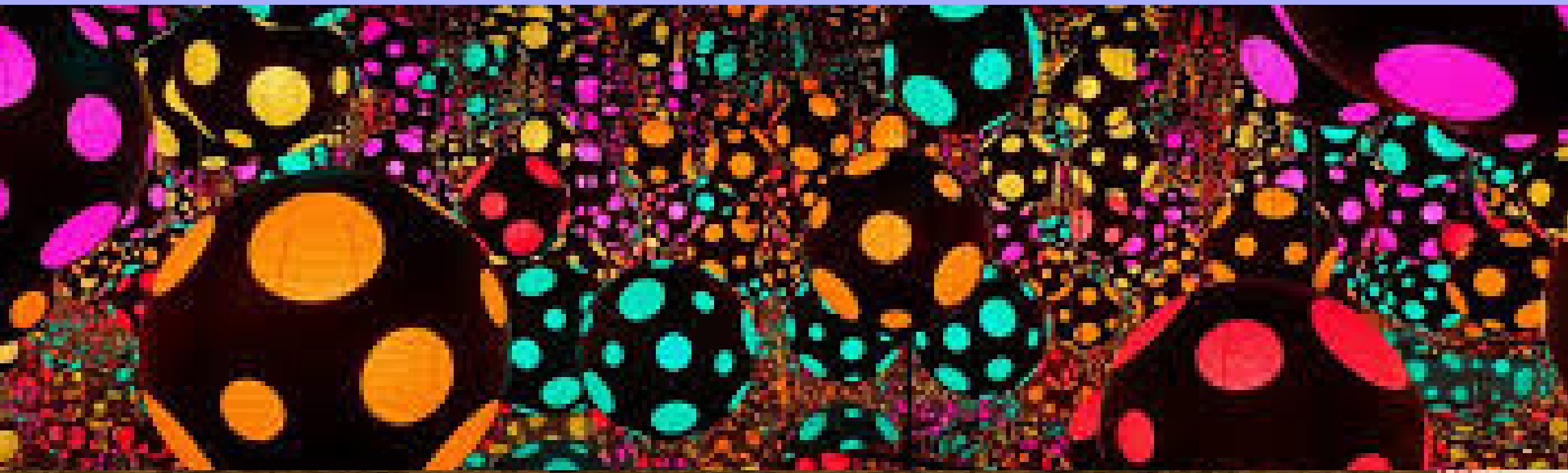
pattern

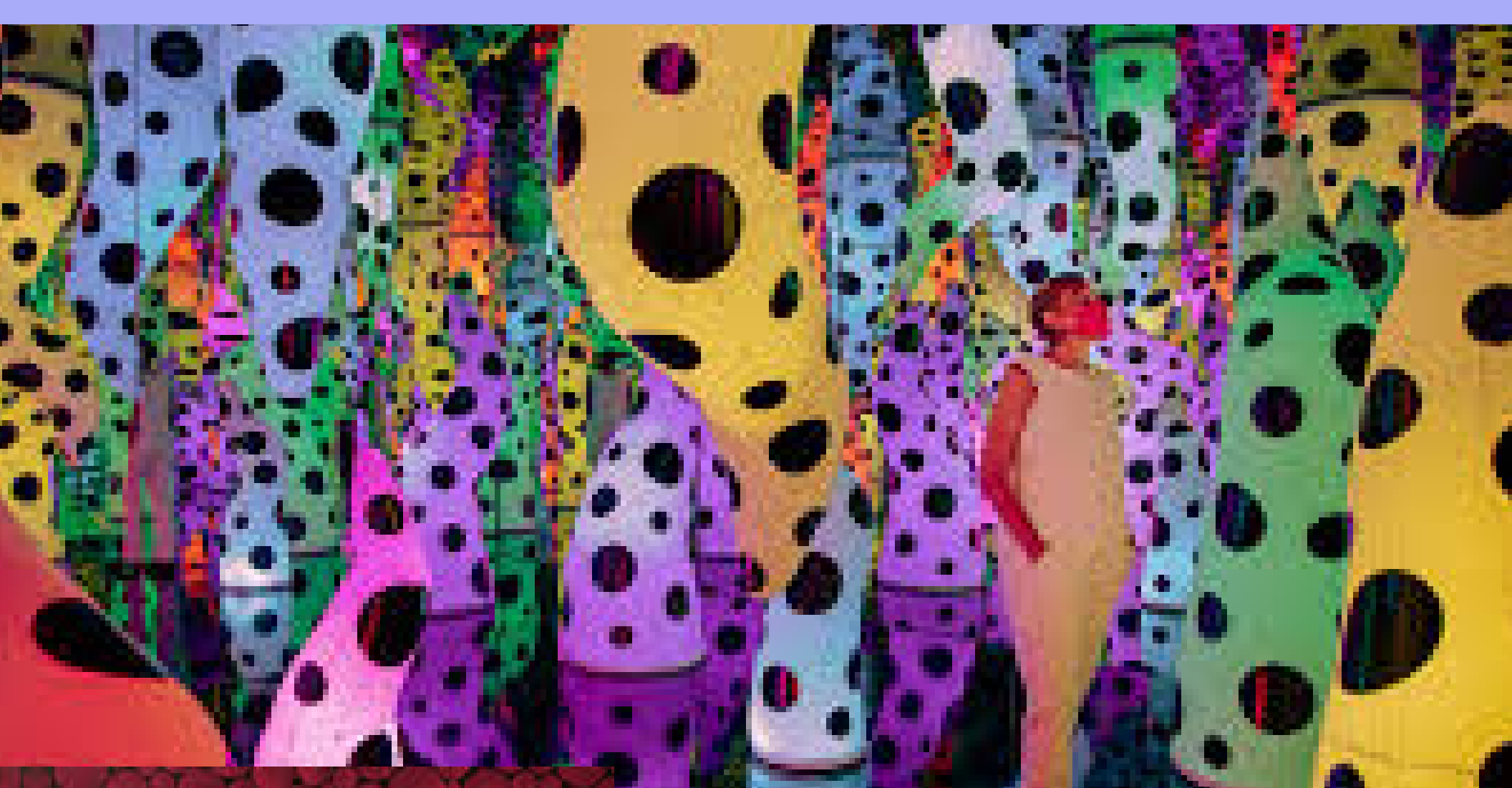


**now you try...**



# YAYOI KUSAMA





**Ready for the project???**



# Challenge...

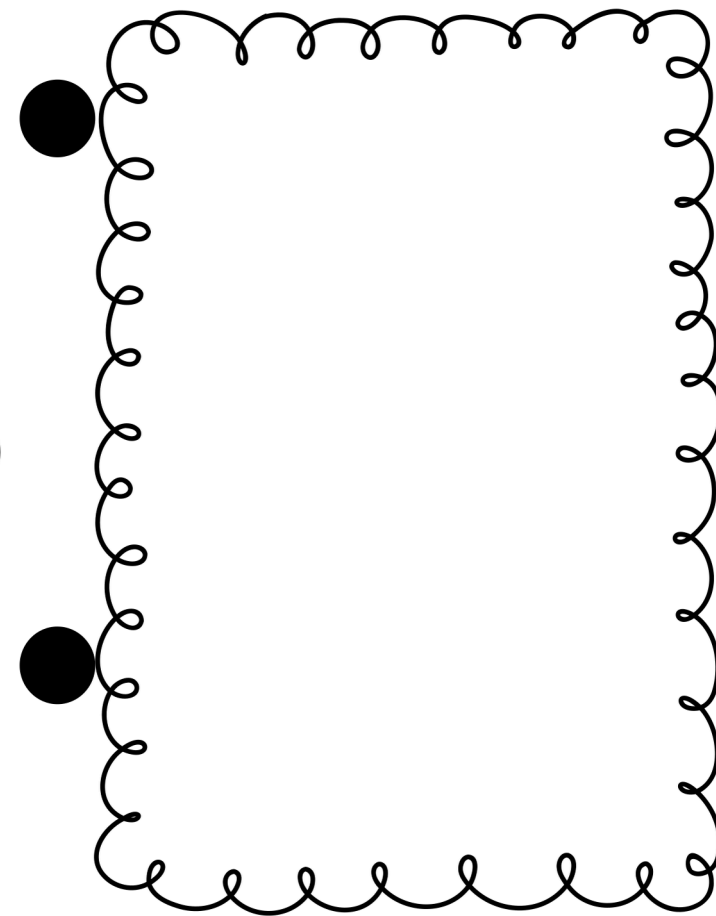
Sculpt a companion, give it a personality, and then construct a place for it to live where it can belong. Use the Principle:Unity to unite your place and your companion.

# Why...

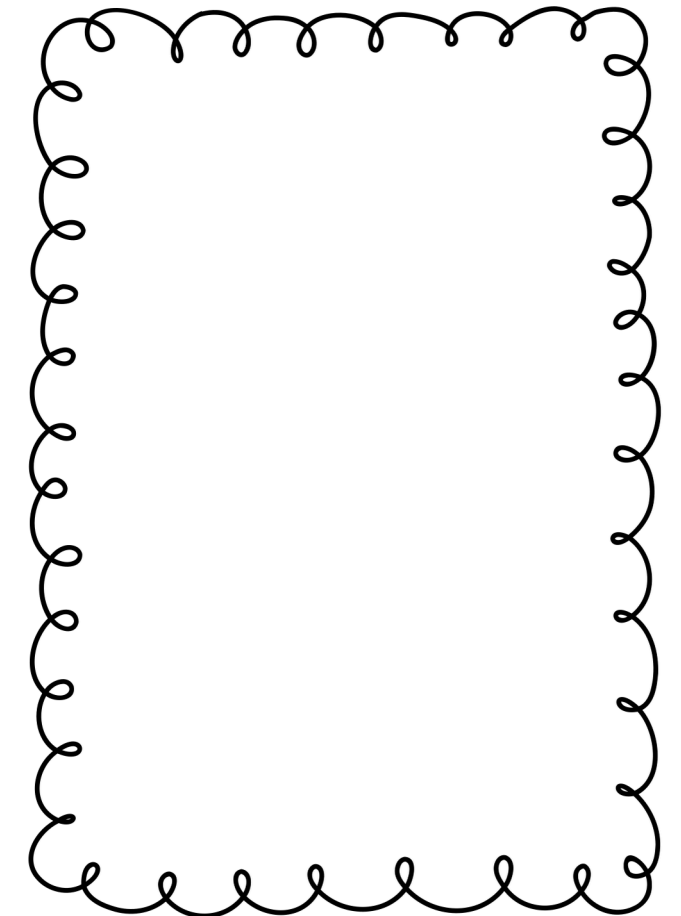
you will practice basic and complex construction skills. Learn how artists use Unity in their artwork to further their message, and learn from your classmates by sharing with one another the process and ideas behind your work.

## Plan (companion)

Idea 1



Idea 2



### Requirements

- Could be a monster, friend, pet, spirit animal, or even represent yourself.
- Your companion is 2-5 inches tall
- Must be made of at least 2 different materials
- assign colors and textures you plan on using

# craftsmanship

- cannot see adhesion techniques
- no exposed seams/ends
- colored or painted in some way
- care in the details
- take your time!

# requirements



- 3 dimensional
- 2-5 inches tall
- made of at least 3 materials
- craftsmanship




# materials

- wire
- felt
- yarn
- polymer clay
- paint
- foam
- buttons
- googly eyes
- pipe cleaners
- cardboard
- paper
- etc...

**Assign your companion a personality!**

**you can give them a backstory too!**

**keep this paper safe in your folder, you will use it later on your box!**

is really good at ...	<b>NAME</b>	has a dream to one day...
★★★★★		
likes...		has a secret...
 dislikes...		
		<b>TOP SECRET</b>

**Day2**

# Cootie Catcher Warm Up

day 2 Thurs

-cut out this cootie catcher and assemble it

**BLUE**

**GREEN**

**ORANGE**

**PINK**

briefly describe your companion and their personality

how are you and your companion similar/dissimilar

pick one feature of your companion and describe it in detail what is your favorite part about your companion?

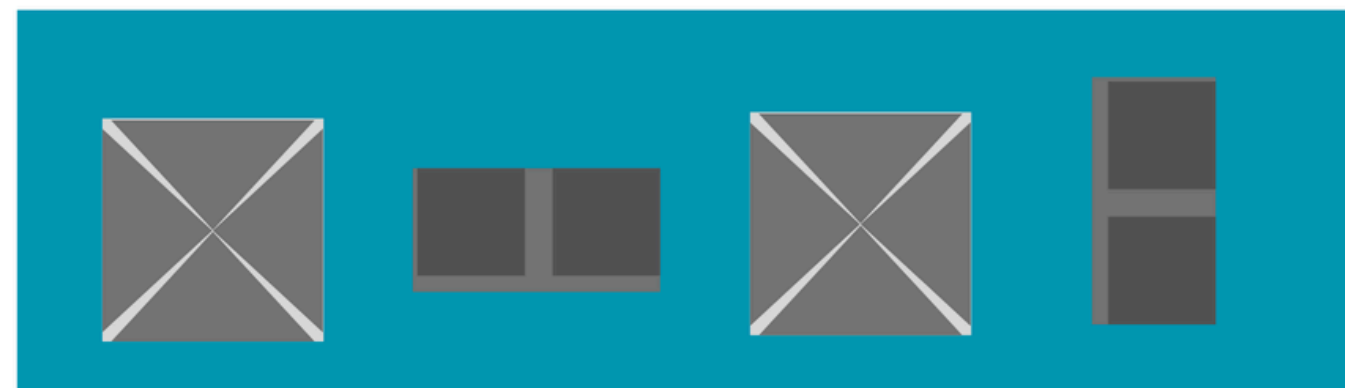
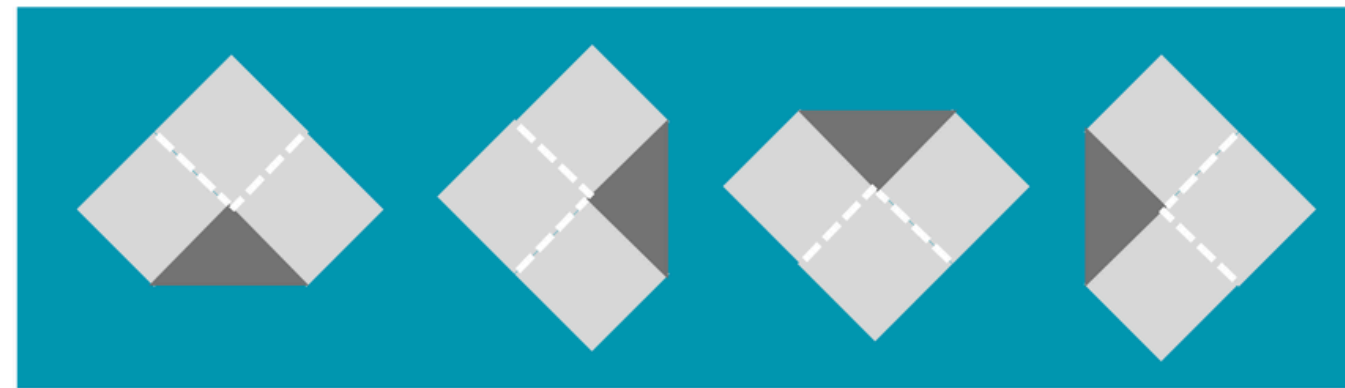
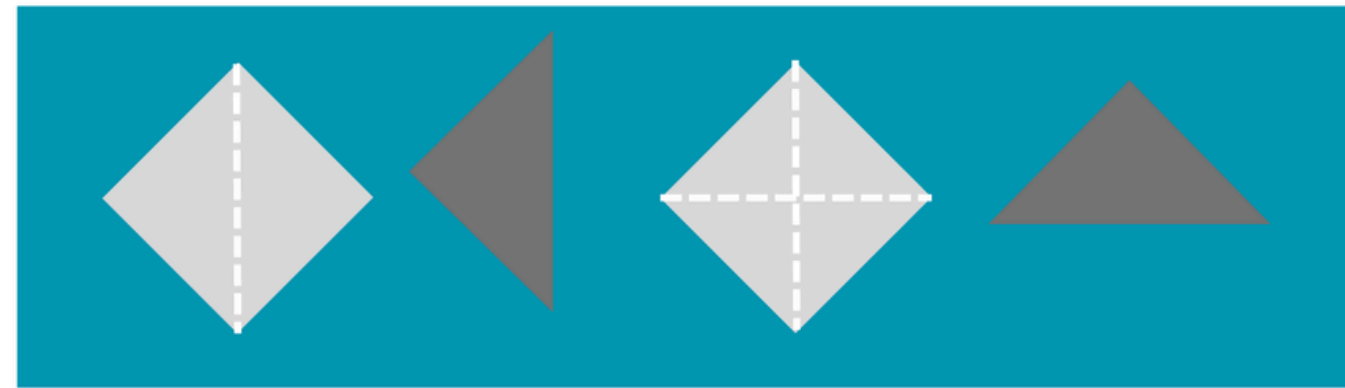
what inspired you to make your companion the way it is?

what is your companion's place?

how do you feel about your companion so far?

how did you pick your companions name?

How to make a cootie catcher



**Good job!**

in groups of 2-3 (with someone on the other side of the room), play this game to share more about your companion

play 2 rounds each

**workday!!!**

# Warm Up-day 3 (Fri)

1. Invent a creature you think would belong in the environment you see on the screen.
2. sculpt it out of playdoh

you have 5 minutes for each slide

















day 4

# Challenge...

Sculpt a companion, give it a personality, and then construct a place for it to live where it can belong. Use the Principle:Unity to unite your place and your companion.

# Why...

you will practice basic and complex construction skills. Learn how artists use Unity in their artwork to further their message, and learn from your classmates by sharing with one another the process and ideas behind your work.

# Plan their place

Design the inside of your companion's place.

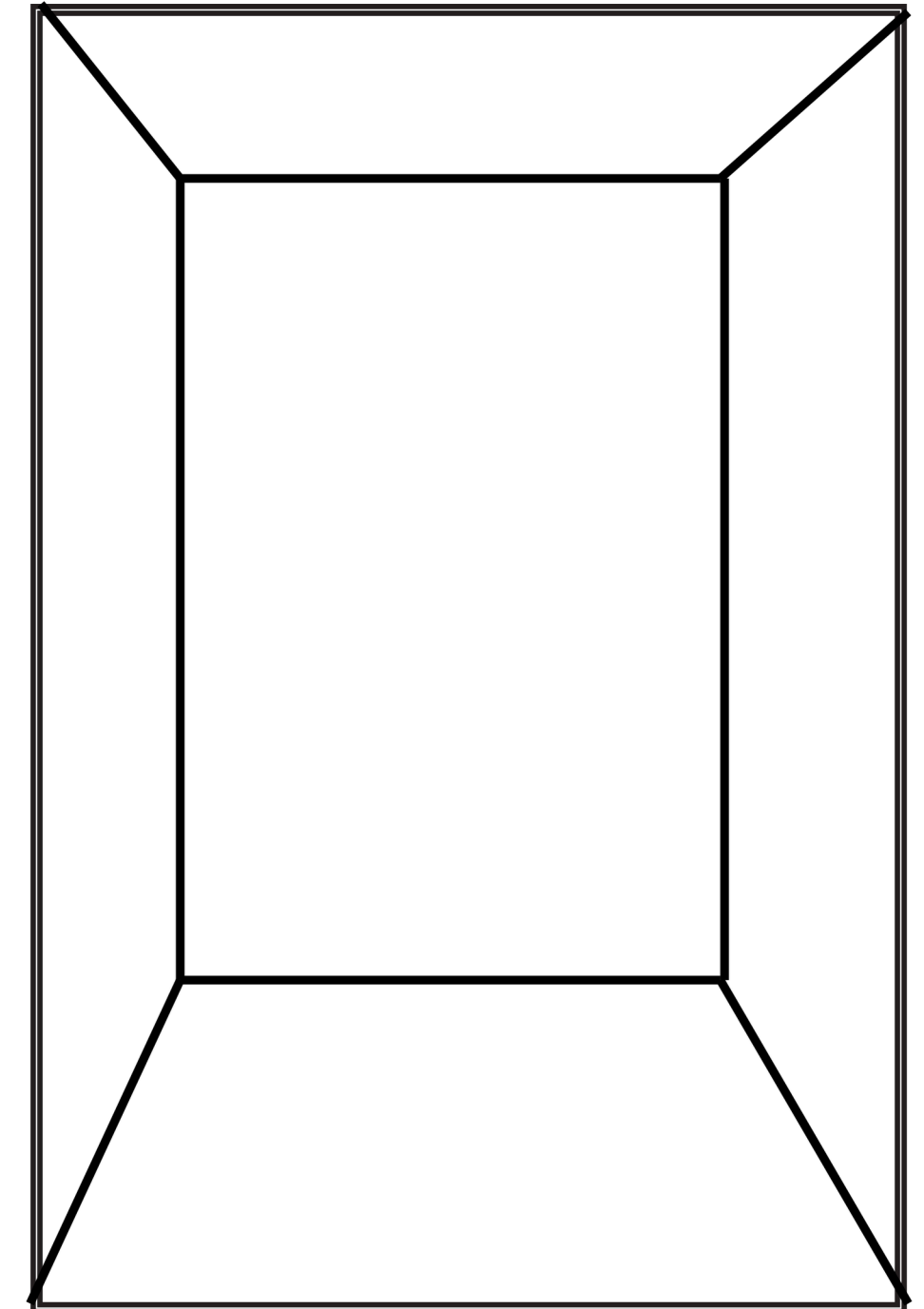
Must have at least 2 rooms

All walls and floors decorated completely inside and out

but don't decorate the back, that's where your companion profile will be

Each part of your place unites with a part of your companion in some way

your companion name sheet goes on the back



# craftsmanship

- cannot see adhesion techniques
- decorated inside and outside fully
- no exposed cardboard
- care in the details
- take your time!

come up and take a look at all of the examples!

# requirements

- 2 or more rooms
- decorated inside and outside, fully
- matches the aesthetic and concept of your companion
- companion plan attached to backside
- must have more than one color and texture

# materials



- cardboard
- everything on the back counter
- if there is anything else you need, just ask



**example of ways to add detail!**

# Day 5-Thurs

let's just get into it!

work day!



# Midway Peer Critique

1. Where do you see unity between the companion and their space?

2. If you could give any advice, what would it be?

3. What part(s) stands out most to you?

4. What makes these sculptures unique?

5. What do you think about this artwork (helpful not hurtful)

6. What about this artwork inspires you?

7. How does this artist's work make you feel?

8. What did this artist do well?

## Warm Up- day 6 (Fri)

1. keep this sheet in front of your companion and box.

2. visit a part of the room you **havn't been in a while**

3. fill out **one question** and move on to someone else

**4. be helpful not hurtful!!**



**Workday!!**

# final day- Gallery Walk!

Tell me about your companion and place.

## Review

What was your favorite part of this project?

What challenges did you face? how did you overcome them?

Would you do anything differently next time?

What did you like about somebody else's project and why?

What part do you feel like you really did well at?



**1**

take your time and visit everyone's work of art

**2**

leave a sticky note if you have a comment or a question ( no more than three per person)

**3**

ponder your feedback

**4**

then go ahead and fill out this self reflection



**thank you guys!  
you've been  
wonderful!**

