

Project 1  
Animal and Habitat  
7<sup>th</sup> grade  
Ms. Wright  
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### Project description

Students will design and fabricate an animal and habitat using additive sculpture techniques. Students will prepare sketches derived from resources from the library, Internet, and direct observation of nature to create a miniature version of an animal and corresponding habitat. Students will be directed to look for the essential elements of the chosen mammal, amphibian, reptile, bird, or fish to interpret its character.

Although correct proportion is emphasized, each student will interpret an animal as an artist, not a scientist. This interpretation may result in unusual colorations, exaggeration, and surface manipulation.

### Day 1

Students are introduced to the project. Students gather resources from the library and Internet. Other resources are discussed and provided for student use.

### Day 2

Students begin studying and drawing animals. The class discusses the important and essential characteristics of animals and they look at artist's interpretations of animals. Resources include Pablo Picasso and Deborah Butterfield.

### Day 3

Nature Walk. Students are given a brown paper bag, sketchbook and a mat with a small window cut out. They are instructed to walk along the trail and stop to draw a patch of

nature. This exercise is designed to encourage each student to look more carefully at nature and begin to notice and draw the exquisite details of a single patch of nature. Students may pick up sticks, leaves and other materials for future use.

#### Day 4

Students begin working with wire or mesh to produce an armature or frame on which to add sculptamold®. Students collect materials that are listed on the homework assignment.

#### Day 5

Studio time. Students mix sculptamold® by following directions. They begin to model an animal by adding this material to the armature.

#### Day 6

Students complete the fabrication of animals and begin building a habitat. Students may need to research habitats and make sketches of their findings.

#### Day 7

Students continue to build and create habitats using found objects and traditional materials.

#### Day 8

Students complete the design and fabrication of a habitat.

#### Day 9

Students begin to put details on their animals such as color, pattern, texture, and value using paint, pastel, glue, fabric, etc.

#### Day 10

Students put together animal and habitat and add any finishing touches.