

Hide & Feathers



Pumpkin Art

Grades 5 & 6



"Hide and Feathers"

Pumpkin Art

SUBJECT AREA: ART
GRADES: 5 & 6



GENERAL LEARNER OUTCOMES

DEPICTION - Grades 5 & 6

Students will:

Component 4 - MAIN FORMS AND PROPORTIONS:

Modify forms by abstraction, distortion and other transformations

Component 6 - QUALITIES AND DETAILS:

Employ surface qualities for specific effects



SPECIFIC LEARNER OUTCOMES

Students will realize:

Component 4 - MAIN FORMS AND PROPORTIONS:

E. Shapes can be abstracted or reduced to their essence

F. Shapes can be distorted for special reasons

Component 6 - QUALITIES AND DETAILS:

D. The character of marks is influenced by drawing or painting tools and methods



ASSESSMENT

Students will provide evidence of learning by:

- Drawing a pumpkin
- Filling each section of the pumpkin with animal hide or feather pattern using markers





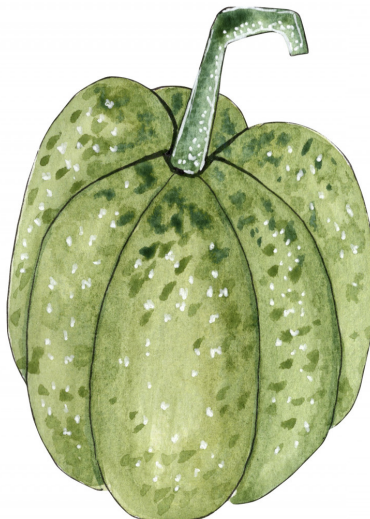
MATERIALS

- Drawing paper, pencil, eraser, fine tip markers
- [How to Draw a Pumpkin With Markers](#) (7:44 min)
- [How to Colour With Markers](#) (21:34 min)



LEARNING RESOURCES

- Alberta Education Programs of Studies



During harvest season it is always fun to use pumpkins as a theme for an art project. Grades five and six enjoy colouring with markers and have usually acquired fine control of their skills using markers. With this in mind this project will also challenge their artistic talents.

VIEW AND DISCUSS:

How to Draw a Pumpkin With Markers (7:44 min)

The beginning of this video will demonstrate how to draw a simple pumpkin that will have good sized spaces to fill with hide or feather design patterns using markers. When drawing the pumpkin it is suggested to use a pencil and make sure the pumpkin is large on the drawing paper, almost touching the edges. This will allow students adequate space for their designs in the pumpkin segments.

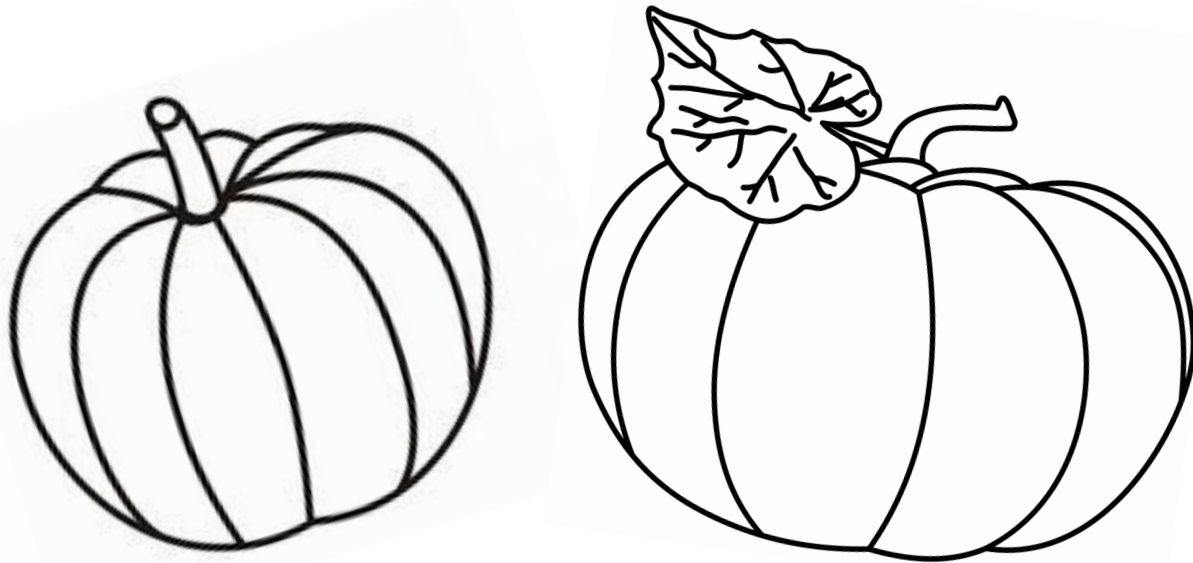
How to Colour With Markers (21:34 min)

The hide or feather designs likely will have a more impressionistic appearance when compared to images students find on the web to draw from. Perhaps students will have fun drawing hide and feather segments in abstract. Look for a variety of hide and feather patterns and discuss how to use markers to duplicate them.



STUDENT ASSIGNMENT:

“Hide and Feathers” Pumpkin Art



In this harvest pumpkin themed assignment you will demonstrate your skills with the use of markers to colour details and textures.

- On drawing paper you will draw a large pumpkin with your pencil. A video is provided to demonstrate a simple plan to follow. It is important to draw your pumpkin very large on the drawing paper as you will need large pumpkin segments. When finished, outline your pumpkin lines with a black marker to make them stand out in the completed drawing.
- Fill each pumpkin segment with different hide or feather designs. If you ever observed cattle grazing in a pasture, you would have noticed some very interesting hide patterns and designs. Feathers are also really fun to draw. Farm fowl such as chickens, ducks, geese and turkeys have great choices for feather designs. Included (on the next page of this assignment) are some hide and feather examples you may choose to repeat in the pumpkin segment you have drawn. You might also decide to do some research for design ideas.
- Make sure you use a different design in each segment. Have fun with your colour choices. Remember colour repetition helps to balance your image. Also, when adding your marker colour, start with lighter colours to avoid colour mixing with darker colours if they are not dry.



STUDENT ASSIGNMENT

"Hide and Feathers" Pumpkin Art

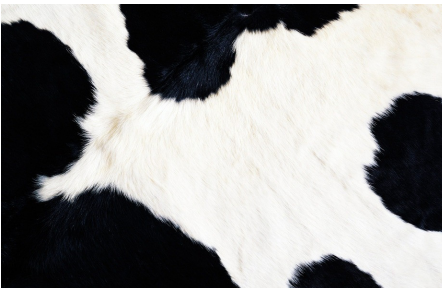
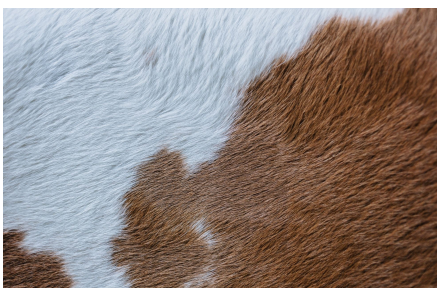
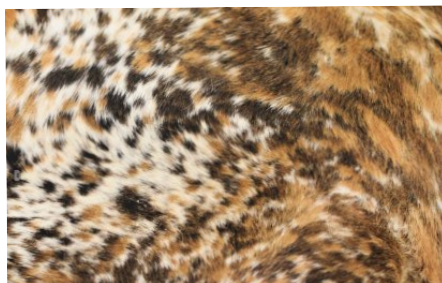
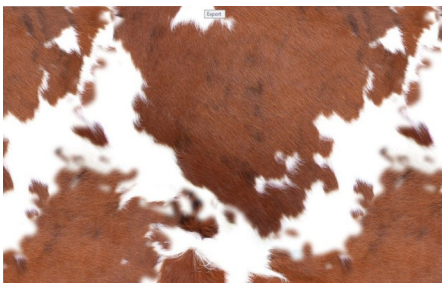
Feather design examples:

Click on the images below to view in greater detail.



Hide design examples:

Click on the images below to view in greater detail.



Marking Rubric

"Hide and Feathers" Pumpkin Art



Students will provide evidence of learning by:

- Drawing a pumpkin
- Filling each section of the pumpkin with animal hide or feather pattern using markers
- Use the space provided to make your comments in the category you have chosen for each criteria listed

Objectives	Excellent	Proficient	Satisfactory	Limited
Problem Solving Evidence of understanding of the nature of the problem (assignment); employment of a solution suited to the problem; evidence of a strategy; conceptual investment.				
Craftsmanship Technical skill; mastery of procedures; evidence of care in articulation of form; finish of form for presentation; attention for detail.				
Extensions Evidence of boundary exploration (establishing of new boundaries) innovative; individual and unique ideas; approaches.				
Presentation Technical skill; mastery of procedures; evidence of care in articulation of form; finish of form for presentation; attention for detail.				





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