

Wiggle Art - Digital Illustration Introduction

Background

Brief description of group to be taught	5-6th Grade artists in a general visual arts classroom. Individual students with varying levels of Language proficiency and IEPs
Overall purpose of this lesson	<p>I can independently learn how to use new art materials and programs; a drawing tablet, tablet pen, and wigglypaint.net.</p> <p>I can follow pre-written instructions to create an animation using colors and lines.</p>

Lesson

Common Core Standards/Massachusetts Frameworks Strand and Learning Standards	<p>Create</p> <p>Generate and conceptualize artistic ideas and work. Generate artworks that integrate ideas with new materials, such as digital tablets and art websites. (5-6.V.Cr.01)</p> <p>Investigate and invent new techniques and approaches using online art applications. (5-6.V.Cr.03.b)</p>
Massachusetts English Language Development (ELD) World Class Instructional Design and Assessment (WIDA) Standards: Kindergarten-Grade 12	<p>Connect words with images and representations to add meaning to instructions.</p> <p>Summarize most important aspects of information</p> <p>Follow and describe sequences of steps or procedures and their causes and effects. What do parts of a program do?</p> <p>Vocabulary: Tier 1: Art, draw, erasers, pens, colors, Tier 2: Drawing tablet, tablet pen, paint, wiggle, wire, gentle Tier 3: Obliterate, independent, program, animation, plug, USB-A port, export, options, Crop</p>
Behavioral Objectives/Learning Outcomes	SWBAT use pre-written instructions to independently demonstrate the ability to use a tablet and tablet pen

	SWBAT create digital animations using a drawing tablet with colors and lines.
Adaptations/Modifications for Students	Text to speech for powerpoint slides Large text in multiple slides and access to a digital magnify tool Translated slides for MLLs Video tutorial showcasing each step Gloves with velcro attachments and tablet pens with velcro.
Materials	Drawing tablets, tablet pens, chromebook charger, chromebooks, internet connection.
Motivational techniques (activators/grabbers/launch/do now)	Showing new art materials on the first day. Example of wiggle art in the first slide.

Procedure

Durration	Description
Day 1	
5 minutes	Do now- draw in sketchbook
30 minutes	<p>Introduce lesson plan- self guided project to do as an independent activity due at the end of the semester. Everyone is assigned a google slide with instructions.</p> <ol style="list-style-type: none"> 1. The tools you need- drawing tablet and drawing pen. 2. Students must press submit on their powerpoint and attach their art to the slides to get credit. 3. Immediately after you submit it, you must put away the tablet and pen in the tech bin. <p>Google slides link: https://docs.google.com/presentation/d/1COVrt7rGK5By-LCKlteG-VRPW-4QNNJ97N0U66_CUFU/edit?usp=sharing</p> <p>Wigglypaint website link: https://wigglypaint.net/</p> <p>Students will download what they made and upload it to the google slides. Then they will submit it to the google classroom.</p>

	At the end of the slideshow, there is a link to the exit ticket for the project.
5 minutes	Clean up and exit tickets

Possible Pitfalls and Solutions:

Pitfall: Students do not have their chromebooks.

Solution: Students may use a library computer or borrow a chromebook from a friend.

Pitfall: Students argue over who may use the tablets first

Solution: Randomly choose days of the week that students can work on their assignment. If students are absent, they can

Pitfall: Students are absent on the day they were assigned

Solution: There can be two makeup days for students, as well as the opportunity to use the tablet in class as an early finisher activity.

Student Evaluation:

Students will be evaluated on the completion of their work. Effort will include a changed color palette and use of at least two different types of tools.

Reflection Upon Practice:

Review google doc exit ticket and alter lesson and adjust according to the responses given.

Exit ticket- An anonymous google forum with the following questions:

1. What class number are you?
2. What did you learn from the assignment?
3. Did you clearly understand what you were supposed to do?
4. Did you enjoy the art project/lesson?
5. Would you want to do something like this again?
6. How can this lesson be improved?