

Giving Shape to Imagination.

Elementary students have brilliant ideas but often lack the tools to express them. Our class turns "thought" into "thing" by blending Clay Sculpting with Drawing, bringing their mental worlds into reality.

This approach also naturally builds **Fine Motor Skills**. By combining the tactile strength of clay with the precision of pencil control, we develop the essential hand dexterity needed for schoolwork- without it ever feeling like a chore.

This Semester's Theme: Monster Mash-Up

This semester, we are unleashing our creativity with "Monster Mash-Ups." Students will learn to design unique creatures by combining ideas from different animals and objects.



What Your Child Will Learn.

We don't just 'play with clay' or 'doodle'; we learn the fundamental artistic principle of **Deconstruction**. Whether building with their hands or sketching on paper, students learn that even the most complex object is just a combination of simple shapes.

- **Deconstruction** How to look at a complex object (like a dragon) and break it down into simple shapes (spheres, cylinders, cones).
- **The Primitives** Mastering the perfect building blocks: the Sphere, the Cylinder, the Cube.
- **Joinery & Structure** Engineering clay so creations survive gravity and time.
- **Spatial Visualization** Understanding how objects look from all 360 degrees.
- **Sequencing** Learning that every story needs an order (First, Next, Then).
- **Visual Clarity** Answering "Who is this?" and "Where are they?" through art.
- **Contextualizing** Taking the physical object they built and drawing a world around it.

How the Class Works.

1. **The Creative Jam** Each class begins with a quick group warm-up to get the creative juices flowing. For example, everyone might start with a simple shape, like a clay sphere or a drawn circle, and see what unique character they can invent in just 5 minutes. It's a fun, low-pressure way to show how different imaginations solve the same problem.

2. **Individual Progression** Students then move to their individual projects.

- **Tailored Difficulty** We tailor the challenge to the student's skill level. A beginner might focus on rolling a perfect sphere or drawing a happy face. Meanwhile, an advanced student might work on balancing a heavy dinosaur on one leg or drawing a story with a full background and a surprise ending.

3. **The Showcase** At the end of class, we hold a "Gallery Walk." Students present their work to the class, and creations are celebrated in fun categories like "The Funniest Story," "The Scariest Monster," or "The Most Colorful." This builds confidence in public speaking and giving/receiving feedback.

4. **Bringing Learning Home** Unlike digital files, this art belongs in the real world! Students bring their work home to share with you—whether it's a sculpture for the shelf or a storyboard for the fridge. Additionally, parents receive a "Challenge Report" featuring photos of the process, so you can see how a lump of clay became a creature, or how a blank page became a story.



Weekly Schedule.



Class 1 Food-Inspired Animals

Students kick off the semester by combining two favorite things: cute animals and delicious food. By sculpting characters like an "Orange Bear" or a "Sunnyside Ray," young artists practice rolling perfect spheres and flattening clay to create distinct shapes.

Spherical Forms

Flattening

Basic Blending



Class 2 Fruit & Veggie Creatures

Turning produce into pets! Students create "Avocado Dodos" and "Apple Crabs," focusing on joinery—the art of securely attaching limbs and leaves to round bodies.

Organic Shapes

Joinery

Appendage Attachment



Class 3 Animals at the Beach

Students add story through accessories—Floaty Ducklings and Diving Bears—learning to build the body first, then layer details like goggles or swim rings.

Layering

Accessories

Order of Operations



Class 4 Mysterious Friends (Storyboard Drawing)

Students switch to drawing and create a 3-panel storyboard about discovering a friendly giant in snowy mountains. The giant is implied through clues like footprints or shadows.

Visual Storytelling

Scale

Environmental Clues



Class 5 Mini-Mart

A lesson in observation. Students sculpt tiny everyday items like Goldfish Crackers or Juice Boxes, focusing on recognizable shapes and proportions.

Observation

Precision

Form Replication

Weekly Schedule.



Class 6 Farm Life

Students build a small scene with Pig Farmers and Barns, learning how different elements relate in size and placement to tell a story.

Proportion Scene Composition



Class 7 Fantasy Homes

Imagination meets structure as students create Mushroom Houses or Fairy Cottages, learning how to balance tall or heavy elements.

Structural Integrity Vertical Balance



Class 8 The Tortoise and the Hare (Storyboard Drawing)

Students illustrate the classic folktale using a 3-4 panel storyboard, focusing on pacing, contrast, and environment rather than detailed characters.

Sequencing Pacing Cause & Effect



Class 9 Texture Lab

Students explore surface detail with creations like Cactus Bunnies and Carrot Monsters, using tools to add spikes, ridges, and patterns.

Texture Surface Detailing



Class 10 Game On!

The semester ends with action! Students pose characters like Soccer Grizzlies or Tennis Bunnies, learning balance and movement.

Dynamic Posing Prop Interaction Center of Gravity