Art with Clay Class Overview

Lando's Art with Clay Class is a dynamic program designed to cultivate creativity and build fine motor skills through clay modeling. Each session focuses on creating fun and increasingly complex clay models, starting with foundational builds and gradually introducing more advanced projects. The class structure allows students to work at their own pace and fosters an environment where imagination can flourish. Core techniques such as pinching, coiling, color-mixing, rolling, smoothing, and joining are gradually introduced to help students master the basics. Our main goal is to teach students how to build anything they want by **breaking down and abstracting complex shapes**. Trained instructors provide individual guidance and support. Each class culminates in a showcase, allowing students to present their work and celebrate their progress and that of their peers.

Semester Overview

Class 1

Concepts `Secondary Colors` `Regular 3D Shapes`

- Build familiarity with Clay materials.
- Introduce basic tools- rolling pin, knife tool, ball tool.
- Basic sculpting techniques for regular 3D shapes, such as spheres and cylinders.

Builds in this class includes:
Carrot, Ladybug, Flower, Clamshell, Bird's Nest, Toadstool, Caterpillar, Serpent, Frog, and Ghost.

Class 2

Concepts Tone Coiling Joining Tapering

- Introduce more advanced shapes, such as teardrops, pancakes and coiling.
- Develop color-mixing skills to achieve various tones.

Builds in this class include:
Carrot, Ladybug, Flower, Clam, Bird's Nest, Butterfly, Caterpillar, Snail, Dragonfly and Pufferfish.

Class 3

Concepts Accuracy Irregular 3D Shapes Joining Smoothing

- Utilizing abstraction to create irregular shapes from regular ones.
- Refine color-mixing skills to match colors to samples.
- Introducing basic joints and smoothing techniques.

Builds in this class include:
Triceratops, Bunny, Penguin, Black Bear, Goose, Snake, Pig, Axolotl, Seahorse, and Koala.

Class 4

Concepts Texture Impressions Stippling Detailing

- Introduce texture creation using stippling and dragging.
- Learn how to impress texture onto clay using tools.
- Adding finer details to artwork, such as pupils and paws.

Builds in this class include:
Blue Shark, Dove, Sunflower, Cow, Turtle Hatchling, Polar Bear, Kitten, Panda, Seagull, and Pony.

Class 5

Concepts Marbling Patterns Tertiary Colors

- Creating patterns on the clay through color changes.
- Introduce texturing through marbling clay.

Builds in this class include:
Butterfly, Hammerhead Shark, T-Rex, Baby Bird, Elephant, Otter, Baby Brontosaurus, Fox, Alien, and Cat.

Class 6

Concepts Composition | Tertiary Colors

- Introduce composition concepts and scene creation.
- Continue to develop color-matching and mixing skills.

Builds in this class include:
Angler Fish, Penguin, Lion, Moose, Orca, Red Panda, Hermit Crab, Tabby, Palm Tree, Volcano.

Class 7

Concepts Advanced Tools | Extrusion

- Introduce extrusion as a technique.
- Refine sculpting skills using needle-point and ball tool.

Builds in this class include:
Wolf, Tortoise, Cockatiel, Stingray, Crocodile, Frog, Chipmunk, Beaver, Thunderbird, Plesiosaur.

Class 8

Concepts Composition | Color Composition | Texture | Patterns

- Advance layering with complex, multi-piece builds.
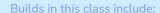- Develop color-composition skills and texture combinations.

Builds in this class include:
Carnivorous Plant, Brontosaurus, Blue Whale, Donkey, Angel Fish, Chameleon, Capybara, Spinosaurus.

Class 9

Concepts Composition | Design & Iteration | Structure

- Understanding structure and material to create free-standing builds.
- Continue developing compositional skills.
- Design and iterate on unique, personal designs.

Builds in this class include:
Stegosaurus, Ancient Tree, Pterosaur, Giraffe, Forest, Farmhouse, Duck-billed Dinosaur, Sloth, Goat, Horse.

Class 10

Concepts Composition | Design & Iteration | Structure | Color Composition

- Demonstrate and practice a combination of all techniques learned.
- Continue to design and iterate on unique builds with complexity and detail.

Builds in this class include:
Megalodon, Parrot, Lobster, Ocean Floor, Pond, Ankylosaur, Unicorn, Hippo, Tiger, Elasmosaurus.

Sample Class

Class Synopsis

Students are introduced to the basics of working with clay, starting with an overview of clay as a material and its properties. They learn foundational techniques such as creating a sphere using their palms and flattening it with a rolling pin while understanding the appropriate pressure to apply. The class explores primary and secondary colors, discovering how to mix clay to achieve colors like orange, green, and purple, and understanding the clay quantities needed for each hue.

Students practice these skills with the guidance of teachers who provide individualized feedback and assistance after every build. They progress at their own pace while collaborating in groups, sharing techniques, and design ideas. The class concludes with a celebratory slide-show showcasing everyone's builds, celebrating the unique creativity of each student.

Objectives

Students will understand the **basic properties** and **techniques** of working with clay, including **shaping** and **color mixing**. They will develop fine motor skills, enhance their ability to work collaboratively, and gain confidence in their artistic abilities through guided activities and peer feedback.

Materials

- Clay in primary colors
- Rolling pins and child-friendly tools
- Display area for showcasing builds

Class Structure

1. Introduction to Clay
    Objective: Familiarize students with clay as a material and its properties.
    - Brief discussion about clay, its uses and properties.
    - Demonstrate how to handle clay, focusing on texture and malleability.

2. Basic Techniques and Tools
    Objective: Teach foundational clay-shaping techniques and tool use.
    - Show how to create a sphere using the palms of their hands.
    - Demonstrate using a rolling pin to flatten spheres, emphasizing the correct amount of pressure to apply.

3. Color Mixing
    Objective: Introduce primary and secondary colors and clay color mixing.
    - Explain primary colors (red, blue, yellow) and how to mix them to create secondary colors (orange, green, purple).
    - Show how to mix clay to achieve these colors and the appropriate clay quantities to use.

4. Practice and Activity
    Objective: Allow students to practice skills and stay engaged through interactive activities.
    - Students practice creating fun creatures using the techniques learnt.
    - Students use our unique technology to guide them through creating clay creatures and objects.

5. Individualized Feedback
    Objective: Provide personalized guidance and support.
    - Teachers circulate to give feedback and help students with individual issues.
    - Encourage peer support and collaboration, allowing students to work together on their individual builds and share techniques they discover.

6. Competition Submission
    Objective: Motivate students by showcasing their work in a friendly competition.
    - After a student completes their build, they can choose to submit to a competition.
    - Competition categories change per class, with 3 categories per class. Examples include: The Cutest Build, The Most Colorful Build and the Sleepiest Build.

7. Voting and Celebration
    Objective: Celebrate students' creativity and build confidence.
    - Class votes anonymously for the winners in each category.
    - Conclude with a slide-show showcasing all builds, celebrating each students' efforts and creativity.

8. Clean-Up
    Objective: Teach responsibility and organization.
    - Students are guided to clean-up their workspaces.
    - Ensure all tools and materials are put away properly.
    - Encourage teamwork and a sense of responsibility in maintaining a clean and organized classroom.

Competition and Celebration

At the end of the class, students choose a build to submit to a competition in categories like The Cutest Build, The Most Colorful Build, and The Sleepiest Build. Each submission is presented to the class, and everyone votes anonymously for the winners. The class ends with a slide-show celebrating all builds, highlighting the creativity and effort of each student.