

Lesson Plan Title: Capture your dreams!

Grade Level: 1st and 2nd

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Objectives:

Domain 1: Artistic perception

- Students will learn important elements of art such as kinesthetic motions (using their hands to create art), self expression through freedom of design, and using simple supplies to create art.

Domain 2: Creative Expression

- Students will learn how to use yarn, beads, and other materials to re-create a modern take on traditional Native American dream catchers. They will also learn how to properly use scissors to create the base for their dream catcher.

Domain 3: Historical and Cultural Context of the Visual Arts

- Students will learn the basic historical background of the dream catcher, including its significance to the Native American culture. They will learn the different styles of Native American dream catchers in relation to specific tribes.

Domain 4: Aesthetic Valuing

- Students will learn the importance of self expression through creating a dream catcher. They will learn how to properly critique their art and the art of others in a positive way.

Domain 5: Connections, Relationships, and Application

- Students will learn how to integrate artwork into other subjects such as history. They will also learn how to relate the dream catcher culture as a part of story telling, based on the myths and meanings behind the dream catcher.

Students Materials:

1. Paper plates
2. Scissors
3. Yarn
4. Beads
5. Glue
6. Feather
7. Markers

Teacher Materials:

1. Power Point
2. Visual examples

Vocabulary:

1. Dream catcher
2. Lakota tribe
3. Native American mythology

Procedures:

- Introduce students to project via power point.
- Show visual examples of dream catcher to students.
- Pass out materials to students, ensuring equal supply distribution.
- Instruct students on how to properly use supplies.
- Allow students 45 minutes to create a dream catcher.
- Assist students as needed.
- Ask students to share their dream catcher and provide positive comments.
- Ensure that all students help with clean-up.

Visual Procedures:

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Assessment:

Category

- 1. Appropriate use of supplies**
- 2. Creativity/Self expression**
- 3. Overall quality**

Grading:

- A- Follows instructions for assignment, grasps information on history of project**
- B- Uses materials properly, grasps basic concepts and historical background**
- C- Completes dream catcher at an acceptable level with basic understanding of historical background**
- D- Does not create dream catcher with visible effort, does not grasp historical background**

Suggestions and/or Comments:

- **Ensure students use materials properly. If not, be sure to step in and help students with assignment.**
- **Suggest that students use a variety of supplies (beads, yarn, feathers, etc) to personalize their dream catcher.**
- **Recommend that students use dream catcher in their rooms and report on whether or not they believe it worked.**