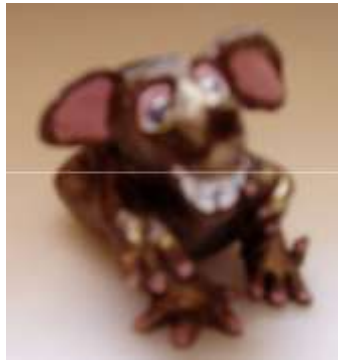


Sculpt-It : Gargoyles Come to Life



Target Group: Grades 9-12

Goal (Terminal Objective): Students will learn concepts of 3-dimensional design, sculpture, and creative problem solving by creating an original life-like gargoyle out of Sargent Sculpt-It! Medium.

Objective: After viewing original gargoyles as a part of architectural design, students will develop a creative 3-dimensional creature with life-like personality.

National Standards:

Visual Arts Grades 9-12 Content Standard 1: Understanding and applying media, techniques, and processes

Visual Arts Grades 9-12 Content Standard 2: Using knowledge of structures and functions

Visual Arts Grades 9-12 Content Standard 4: Understanding the visual arts in relation to history and cultures

Visual Arts Grades 9-12 Content Standard 6: Making connections between visual arts and other disciplines

Purpose: Students will use aesthetic scanning to view and discuss the subject matter of gargoyles and their inclusion in architecture. Students will use 3-dimensional design concepts in creating an original sculpture portraying life and personality. Students will understand the principle of “in-the-round” when completing their sculpture.

New Vocabulary: gargoyle, chimeras, architecture

Materials: Toothpicks and other household modeling tools, Water, and the following Sargent Art supplies:



#22-2003 Sculpt-It! White Re-sealable Tub



#22-1206 Metallic Acrylic Paint



#24-2499 16 oz. 12 pcs. Acrylic Paint



#23-9111 11 ct. Sculpting Tool Set



#56-3101 40 ct. Flat Jumbo Brush Best-Buy Set

Time: approximately 4-6 class periods – drying time accounted for

Instruction and Motivation (Set): Begin by showing images of gargoyles as part of architectural structures. Relay the function and stories of gargoyles and chimeras to the students. Ask if any of them have ever noticed gargoyles at the top of buildings before. There are contemporary examples as well as classical Gothic gargoyles. See “resources” section for website links.

Instruction:

- 1) Using found images of gargoyles as reference material, students begin with a sketch of what their finished creature might look like.
- 2) Using basic household tools or simple clay modeling tools, the students begin 3-d construction of their gargoyle. Attention should be given to creating a unique, very lively personality through the detail in the construction.



By working in parts, the student can gradually build up character expressed in their gargoyle.



3) After letting the finished sculptures completely dry, students paint them with Sargent acrylic paints. By mixing Liquid Metals with the ordinary acrylic colors, a subtle and pleasing visual effect is achieved.



Activities:

(1) Guided Practice:

- a. Students aesthetically scan and choose images of gargoyles to use as reference material in creating their own original creature.
- b. Students create thumbnail sketches and work out 3-dimensional design challenges prior to construction.
- c. Students sculpt gargoyle using Sargent Sculpt-It!
- d. Students paint dried sculpture using Sargent Acrylics.
- e. Student clean tools and work area with soapy sponge.

(2) Independent Practice and Check for Understanding:

- a. Teacher circulates and asks students about their construction process.
- b. Teacher offers individual help and reinforcement while students work.

(3) Closure:

- a. Students present their finished sculpture to the class and talk about the construction process they followed to complete it.
- b. Students name their gargoyle and discuss the type of personality they were trying to reveal.

Evaluation: If a display cabinet is available, students' gargoyles should be arranged for viewing.

Level One -- The finished gargoyle overwhelmingly conveys successful creative problem solving through the unique personality expressed throughout the sculpture. The student has shown strong technical skills of 3-dimensional design when using the medium Sculpt-It. The student has shown a high level of ability in painting the 3-dimensional object with aesthetically pleasing colors and excellent craftsmanship.

Level Two -- The finished gargoyle conveys good creative problem solving through the unique personality expressed throughout the sculpture. The student has shown good technical skills of 3-dimensional design when using the medium of Sculpt-It. The student has painted the sculpture well and has considered craftsmanship.

Level Three -- The finished gargoyle attempts to express a unique and creative personality. The 3-dimensional design process used by the student is fair, as well as the craftsmanship and use of Sculpt-It. The object is painted with limited success.

Level Four -- There is no genuine attempt at solving this creative problem with artistic effort. The use of Sculpt-It is unsuccessful and the use of paint is done poorly. Craftsmanship is poor.

Extension: Students could be given a list of elements they must include in their creature, such as fingers, toes, wings, textural surface like fur, etc. This would give the teacher a good objective list of components to include in the evaluation.

Resources:

<http://concise.britannica.com/ebc/art-87559/Gargoyles-sit-on-top-of-Notre-Dame-Cathedral-in-Paris>

<http://www.cathedral.org/cathedral/visit/self.shtml>

<http://www.gargoyles.org/history.asp>

<http://www.stonecarver.com/gargoyle.html>

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