Mythological Creature Creation

Author

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Lesson Overview

This lesson will focus on the invention of a mythological creature and the exploration of that creature through several media. This lesson was inspired by this *Horus amulet* in the WCMA collection:



Unknown (Egyptian)
Horus amulet (1100–660 BCE)
faience
1 7/16 x 3/8 x 7/16 in.
Gift of Mr. Horace Mayer
62.32.16.A

Grades

5–7

Objectives

In this unit students will understand how an artist's concept changes over time and through the use of different media. Students will understand the use of imagination in the creation aided by historical artistic imagery and the natural world.

VT Standards

Communication: Writing 1.9

Communication: Listening 1.13, 1.15 Communication: Expression 1.16

Arts Language and Literature 5.2, 5.3, 5.5, 5.24, 5.26, 5.28, 5.29, 5.30

Instruction B.1 Connections D.1

Materials

From this list, select (or let students select) at least 3 techniques. One of the three should be in 3-D:

- 1. pencil drawing
- 2. colored drawing
- 3. counter repoussé (aluminum or copper foil)
- 4. clay relief
- 5. clay sculpture
- 6. scratchboard
- 7. print (intaglio or collagraph)
- 8. paper maché
- 9. mask

Procedure

- 1. Read myths and explore imagery from various cultures across history to explore the myriad creatures that have sprung from the human imagination. Ask students to consider: Why were these creatures created? What do they represent? Can you think of modern day examples?
- 2. Ask students to invent their own creature, using the following prompt:
 - Invent your own creature by combining animal, human, mechanical, and other (natural) parts. You may be INSPIRED by historical mythical creatures but you may not copy one exactly. The creature may represent you or your aspirations.
- 3. Take your sketches and create a detailed drawing.
- 4. You will now use 2 or 3 additional media (with at least one in 3-dimensions) to depict your creature. Use texture, pattern, and detail in each work.
- 5. Write a short story about your creature. Here are some questions to guide student discussion and writing throughout the project:
 - -How did your idea change from one media to the next?
 - -What happens when your concept goes from 2-D to 3-D?
 - -What does your creature represent or signify?

Assessment/Evaluation

- 1. Did you use available resources to inform your artistic decision making in creating a creature?
- 2. Did you use texture, pattern, and/or detail to adequately portray your vision?
- 3. Are the objects/artworks well-crafted?
- 4. Does your written piece fit your artwork?

5. Did you complete all assigned work within allotted time?

Resources

Mythological Creature Guide

http://www.mythicalcreaturesguide.com/page/List+of+Mythical+Creatures

ThinkQuest: Mythological Creatures

http://library.thinkquest.org/06aug/01666/