

# ideas with IMPACT



### idea packet

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Creating a Fantasy World Through Photography

# Toy Photography

### Arlete Romero-Mena, M.S. Photography Teacher



Hialeah Senior High
 Mail Code #7111
 (305)822-1500
251 East 47 Street
 Hialeah, FL 33013

www.Hialeahhigh.org

Ar romero@dadeschools.net

For information concerning IMPACT II opportunities including Adapter and Disseminator grants, please contact:

The Education Fund 305-558-4544, Ext. 113 Email: IMPACT@educationfund.org www.educationfund.org

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### **Project overview**

The toy photography assignment was given to my photography level 2 students. This means that students have had a previous photography class and have a background in basic manual camera use and lighting. Students range in ages 15-18 and are usually 10<sup>th</sup> graders or in higher grade levels.

Students were given the theme of Toy photography as their photo assignment. They were provided with visual examples of how other photographers have used toys to create their images. They are presented with different ideas, moods, and messages they can convey through the use of toys and other props. Students are encouraged to create scenes and to manipulate their toy's environment through the use of props and lighting.

Once students are ready to begin, I provide them with cameras, lighting equipment, donated toys, fabric, paper, cardboard, etc. Students in the photography level 2 class use 35mm black and white film and manual film cameras. They develop their rolls of film, and make their prints in the darkroom.

Usually I ask for their 4-5 best prints, guiding them through the process from beginning to end. They have about a month or two to work on the assignment, since they have to develop their

film and work in the darkroom to make their prints. Students also have the option of working with digital cameras for this project in addition to working with 35mm film. The final prints can either be printed or displayed on a screen in order to conduct a final critique or review.

### **Goals & Objectives**

Students will be able to create photographs using the elements of art and principles of design.

Students will use a variety of photography techniques to create a body of work using toys and other props.

Students will develop their own film and use the darkroom to create prints.

Students will use photo-editing software to edit their photographs and prepare for printing or presenting.

Students will create a story or theme and base their project on it.

Students will practice sequencing skills to depict a story or theme.

Students will participate in a final critique to present their work to their classmates and discuss their results.

### Florida State Standards

- **VA.912.C.1.1**-Integrate curiosity, range of interests, attentiveness, complexity, and artistic intention in the artmaking process to demonstrate self-expression.
- **VA.912.C.1.4**-Apply art knowledge and contextual information to analyze how content and ideas are used in works of art.
- **VA.912.C.2.1**-Examine and revise artwork throughout the artmaking process to refine work and achieve artistic objective.
- **VA.912.C.3.1**-Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork.
- **VA.912.F.1.4**-Use technological tools to create art with varying effects and outcomes.
- **VA.912.F.3.4**-Follow directions and use effective time-management skills to complete the art-making process and show development of 21st-century skills.
- **VA.912.O.1.2**-Use and defend the choice of creative and technical skills to produce artworks.
- VA.912.S.1.7-Manipulate lighting effects, using various media to create desired results.
- VA.912.S.2.6-Incorporate skills, concepts, and media to create images from ideation to resolution.
- **VA.912.S.3.5**-Create multiple works that demonstrate thorough exploration of subject matter and themes.
- VA.2.C.1.2: Reflect on and discuss various possible meanings in works of art.
- VA.2.S.2.1: Develop artistic skills through repeated experiences with art media, techniques, processes, and tools.
- LA.2.6.4.2: The student will use digital resources (e.g., writing tools, digital cameras, drawing tools) to present and publish thoughts, ideas, and stories.

### **National Art Education Standards**

The original document can be found on

http://www.nationalartsstandards.org

Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
VA:Cr1.1.PKa	VA:Cr1.1.Ka	VA:Cr1.1.1a	VA:Cr1.1.2a	VA:Cr1.1.3a	VA:Cr1.1.4a	VA:Cr1.1.5a	VA:Cr1.1.6a	VA:Cr1.1.7a	VA:Cr1.1.8a	VA:Cr1.1.la	VA:Cr1.1.lla	VA:Cr1.1.IIIa
ngage in self- irected play with saterials.	Engage in exploration and imaginative play with materials.		multiple approaches to an art or design problem.	imaginative idea.	Brainstorm multiple approaches to a creative art or design problem.	innovative idea for art-making.	generate innovative ideas for creating art.	Apply methods to overcome creative blocks.	Document early stages of the creative process visually and/or verbally in traditional or new media.	Use multiple approaches to begin creative endeavors.	Individually or collaboratively formulate new creative problems based on student's existing artwork.	Visualize and hypothesize to generate plans for ideas and direction for creating art and design that can affect social chang
sential Question( tistic investigation		the contexts historie	s, and traditions of a	rt forms help us creat	e works of art and de	esign? Why do artists	follow or break from					
Pre K VA:Cr1.2.PKa	Kindergarten VA:Cr1.2.Ka	1st VA:Cr1.2.1a	2nd VA:Cr1.2.2a	3rd VA:Cr1.2.3a	4th VA:Cr1.2.4a	5th VA:Cr1.2.5a	6th VA:Cr1.2.6a	7th VA:Cr1.2.7a	8th VA:Cr1.2.8a	HS Proficient VA:Cr1.2.la	HS Accomplished VA:Cr1.2.IIa	HS Advanced VA:Cr1.2.IIIa
												Choose from a

**NATIONALCOREARTSSTANDARDS** 

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Iational Coalition for Core Arts Standards (2014) National Core Arts Standards.
ights Administered by the State Education Agency Directors of Arts Education.

Drover DE www.nationatoracts/standards.org

ı	Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
	VA:Cr3.1.PKa	VA:Cr3.1.Ka	VA:Cr3.1.1a	VA:Cr3.1.2a	VA:Cr3.1.3a	VA:Cr3.1.4a	VA:Cr3.1.5a	VA:Cr3.1.6a	VA:Cr3.1.7a	VA:Cr3.1.8a	VA:Cr3.1.la	VA:Cr3.1.IIa	VA:Cr3.1.IIIa
i	Share and talk about personal artwork.	Explain the process of making art while creating.	Use art vocabulary	Discuss and reflect with peers about choices made in creating artwork.	Elaborate visual information by adding details in an artwork to enhance emerging meaning.	gained through peer	statements using art vocabulary to describe personal choices in art-	conveys the intended meaning and revise	explain important information about personal artwork in	Apply relevant criteria to examine, reflect on, and plan revisions for a work of art or design in	examine, reflect on, and plan revisions for works of art and design in progress	constructive critique with peers, then reflect on, re- engage, revise, and refine works of art and design in response to personal artistic	Reflect on, re- engage, revise, and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.

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NATIONALCOREARTSSTANDARDS

National Coalition for Core Arts Standards (2014) National Coalition for Core Arts Standards (2014)

Pre K	Kindergarten	1st	2nd	3rd	4th	ork is effective? How	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
VA:Cr2.1.PKa	VA:Cr2.1.Ka	VA:Cr2.1.1a	VA:Cr2.1.2a	VA:Cr2.1.3a	VA:Cr2.1.4a	VA:Cr2.1.5a	VA:Cr2.1.6a	VA:Cr2.1.7a	VA:Cr2.1.8a	VA:Cr2.1.la	VA:Cr2.1.IIa	VA:Cr2.1.IIIa
naking tools	Through experimentation, build skills in various media and approaches to artmaking.	Explore uses of materials and tools to create works of art or design.	Experiment with various materials and tools to explore personal interests in a work of art or design.	Create personally satisfying artwork using a variety of artistic processes and materials.	Explore and invent art-making techniques and approaches.	Experiment and develop skills in multiple art-making techniques and approaches through practice.	Demonstrate openness in trying new ideas, materials, methods, and approaches in making works of art and design.	Demonstrate persistence in developing skills with various materials, methods, and approaches in creating works of art or design.	Demonstrate willingness to experiment, innovate, and take risks to pursue ideas, forms, and meanings that emerge in the process of art- making or designing.	Engage in making a work of art or design without having a preconceived plan.	Through experimentation, practice, and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.	Experiment, plan, and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
nduring Understand	ding: Artists and desi	gners balance experi	mentation and safety	, freedom and respon	nsibility while develo	ping and creating arty	vorks.					
		designers care for an	d maintain materials,	tools, and equipmer	nt? Why is it importa	nt for safety and heal	h to understand and	follow correct proces	lures in handling mat	terials, tools, and equ	ipment? What respo	nsibilities come wit
he freedom to creat Pre K	e? Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
VA:Cr2.2.PKa	VA:Cr2.2.Ka	VA:Cr2.2.1a	VA:Cr2.2.2a	VA:Cr2.2.3a	VA:Cr2.2.4a	VA:Cr2.2.5a	VA:Cr2.2.6a	VA:Cr2.2.7a	VA:Cr2.2.8a	VA:Cr2.2.la	VA:Cr2.2.IIa	VA:Cr2.2.IIIa
VA:CIZ.Z.PNd	VM:Crz.z.Ra	VA:C/2.2.18	VA:CIZ.Z.Zd	VA:CF2.2.38	VM:CF2.2.48	VA:Crz.z.sa	VA:C12.2.08	VA:Cr2.2.78	VA:C/2.2.08	VA:Crz.z.ia	VA:Crz.z.iia	VA:Crz.z.IIIa
a. Share materials with others.	a. Identify safe and non-toxic art materials, tools, and equipment.	Demonstrate safe and proper procedures for using materials, tools, and equipment while making art.	Demonstrate safe procedures for using and cleaning and cleaning equipment, and studio spaces.		When making works of art, utilize and care for materials, tools, and equipment in a manner that prevents danger to oneself and others.	Demonstrate quality craftsmanship through care for and use of materials, tools, and equipment.	Explain environmental implications of conservation, care, and clean-up of art materials, tools, and equipment.	Demonstrate awareness of ethical responsibility to oneself and others when posting and sharing images and other materials through the Internet, social media, and other communication formats.	Demonstrate awareness of practices, issues, and ethics of appropriation, fair use, copyright, open source, and creative commons as they apply to creating works of art and design.	Explain how traditional and non-traditional materials may impact human health and the environment and demonstrate safe handling of materials, tools, and equipment.	Demonstrate awareness of ethica implications of making and distributing creative work.	Demonstrate understanding of the importance of balancing freedom and responsibility the use of images, materials, tools, ar equipment in the creation and circulation of creative work.
ssential Question(s		nd interact with object ices, and design shap				ver their lives. nine goals for designin	g or redesigning obje	cts, places, or system	s? How do artists and	d designers create wo	rks of art or design t	hat effectively
ommunicate?												
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
VA:Cr2.3.PKa	VA:Cr2.3.Ka	VA:Cr2.3.1a	VA:Cr2.3.2a	VA:Cr2.3.3a	VA:Cr2.3.4a	VA:Cr2.3.5a	VA:Cr2.3.6a	VA:Cr2.3.7a	VA:Cr2.3.8a	VA:Cr2.3.la	VA:Cr2.3.IIa	VA:Cr2.3.IIIa
ommunicates a tory about a	Create art that represents natural and constructed environments.	Identify and classify uses of everyday objects through drawings, diagrams, sculptures, or other visual means.	Repurpose objects to make something new.	Individually or collaboratively construct representations, diagrams, or maps of places that are part of everyday	Document, describe, and represent regional constructed environments.	Identify, describe, and visually document places and/or objects of personal significance.	Design or redesign objects, places, or systems that meet the identified needs of diverse users.	Apply visual organizational strategies to design and produce a work of art, design, or media that clearly communicates	Select, organize, and design images and words to make visually clear and compelling presentations.	Collaboratively develop a proposal for an installation, artwork, or space design that transforms the perception and	Redesign an object, system, place, or design in response to contemporary issues.	Demonstrate in works of art or design how visual and material cultu defines, shapes, enhances, inhibits, and/or empowers

**NATIONAL COREARTS STANDARDS** 

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Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
VA:Pr4.1.PKa	VA:Pr4.1.Ka	VA:Pr4.1.1a	VA:Pr4.1.2a	VA:Pr4.1.3a	VA:Pr4.1.4a	VA:Pr4.1.5a	VA:Pr4.1.6a	VA:Pr4.1.7a	VA:Pr4.1.8a	VA:Pr4.1.la	VA:Pr4.1.lla	VA:Pr4.1.IIIa
Identify reasons for saving and displaying objects, artifacts, and artwork.	Select art objects for personal portfolio and display, explaining why they were chosen.	Explain why some objects, artifacts, and artwork are valued over others.	based on a theme	Investigate and discuss possibilities and limitations of spaces, including electronic, for exhibiting artwork.	Analyze how past, present, and emerging technologies have impacted the preservation and presentation of artwork.	curator, explaining the skills and knowledge needed in preserving, maintaining, and presenting objects,	Analyze similarities and differences associated with preserving and presenting two-dimensional, three-dimensional, and digital artwork.	Compare and contrast how technologies have changed the way artwork is preserved, presented, and experienced.	Develop and apply criteria for evaluating a collection of artwork for presentation.	Analyze, select, and curate artifacts and/or artworks for presentation and preservation.	Analyze, select, and critique personal	Critique, justify, an present choices in the process of analyzing, selecting curating, and presenting artwork for a specific exhibi or event.
Enduring Understan	Develop and refine a nding: Artists, curator s): What methods an	s and others consider d processes are consider	r a variety of factors a dered when preparing	and methods including g artwork for present	ation or preservation		artwork affect its mea	aning to the viewer?	What criteria are con	sidered when selecting	g work for presentat	ion, a portfolio, or a
										HS Proficient		
Pre K VA:Pr5.1.PKa	Kindergarten VA:Pr5.1.Ka	1st VA:Pr5.1.1a	2nd VA:Pr5.1.2a	3rd VA:Pr5.1.3a	4th VA:Pr5.1.4a	5th VA:Pr5.1.5a	6th VA:Pr5.1.6a	7th VA:Pr5.1.7a	8th VA:Pr5.1.8a	VA:Pr5.1.la	HS Accomplished VA:Pr5.1.IIa	HS Advanced VA:Pr5.1.IIIa

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	Essential Question(s and understanding? Pre K		um? How does the p	resenting and sharing	g of objects, artifacts, 3rd	and artworks influer	nce and shape ideas, i	eliefs, and experienc	es? How do objects, 7th	artifacts, and artwo	ks collected, preserved	d, or presented, culti-	vate appreciation  HS Advanced
	VA:Pr6.1.PKa	VA:Pr6.1.Ka	VA:Pr6.1.1a	VA:Pr6.1.2a	VA:Pr6.1.3a	VA:Pr6.1.4a	VA:Pr6.1.5a	VA:Pr6.1.6a	VA:Pr6.1.7a	VA:Pr6.1.8a	VA:Pr6.1.la	VA:Pr6.1.IIa	VA:Pr6.1.IIIa
Sugre	Identify where art is displayed both inside and outside of school.	museum is and distinguish how an art museum is different from other	Identify the roles and responsibilities of people who work in and visit museums and other	Analyze how art exhibited inside and outside of schools (such as in museums, galleries, virtual spaces, and other venues) contributes to communities.	Identify and explain how and where different cultures record and illustrate stories and history of life through art.	Compare and contrast purposes of art museums, art galleries, and other venues, as well as the types of personal experiences they provide.	Cite evidence about how an exhibition in a museum or other venue presents ideas and provides information about a specific concept or topic.	provide evidence of how museums or other venues reflect history and values	contrast viewing and experiencing	Analyze why and how an exhibition or collection may influence ideas, beliefs, and experiences.	Analyze and describe the impact that an exhibition or collection has on personal awareness of social, cultural, or political beliefs and understandings.	justify connections between artists or artwork and social, cultural, and	Curate a collection of objects, artifacts or artwork to impact the viewer understanding of social, cultural, and/or political experiences.

Pre K						we perceive the world? V						
VA:Re.7.1.Pka	Kindergarten	1st VA:Re.7.1.1a	2nd VA:Re.7.1.2a	3rd VA:Re.7.1.3a	4th VA:Re.7.1.4a	5th VA:Re.7.1.5a	6th VA:Re.7.1.6a	7th	8th VA:Re.7.1.8a	HS Proficient VA:Re.7.1.la	HS Accomplished VA:Re.7.1.lla	HS Advanced VA:Re.7.1.IIIa
va.ne.7.1.Pka	VA:Re.7.1.Ka	VA:Re./.1.13	VA:ne./.1.2a	vm:ne./.1.3a	va:ne./.1.4a	va:ne./.1.5a	vA:ne./.1.ba	VA:Re.7.1.7a	Explain how a	VM:ne./.1.la		vm:ne./.1.ilia
ecognize art in ne's environment.	Identify uses of art within one's personal environment.	experiences of one's self and others.	characteristics of one's natural world and constructed environments.	Speculate about processes an artist uses to create a work of art.	Compare responses to a work of art before and after working in similar media.	Compare one's own interpretation of a work of art with the interpretation of others.	Identify and interpret works of art or design that reveal how people live around the world and what they value.	Explain how the method of display, the location, and the experience of an artwork influence how it is perceived and valued.	person's aesthetic choices are influenced by culture and environment and impact the visual image that one conveys to others.	Hypothesize ways in which art influences perception and understanding of human experiences.	Recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.	Analyze how responses to art develop over time based on knowledge of and experience with ar and life.
			nding of and response we encounter images		o images influence ou	ur views of the world?						
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
VA:Re.7.2.Pka	VA:Re.7.2.Ka	VA:Re.7.2.1a	VA:Re.7.2.2a	VA:Re.7.2.3a	VA:Re.7.2.4a	VA:Re.7.2.5a	VA:Re.7.2.6a	VA:Re.7.2.7a	VA:Re.7.2.8a	VA:Re.7.2.la	VA:Re.7.2.IIa	VA:Re.7.2.IIIa
Distinguish between mages and real objects.	Describe what an image represents.	Compare images that represent the same subject.	based on expressive	Determine messages communicated by an image.	Analyze components in visual imagery that convey messages.	Identify and analyze cultural associations suggested by visual imagery.	Analyze ways that visual components and cultural associations suggested by images influence	Analyze multiple ways that images influence specific audiences.	Compare and contrast contexts and media in which viewers encounter images that influence ideas.	Analyze how one's understanding of the world is affected by experiencing visual	Evaluate the effectiveness of an image or images to influence ideas, feelings, and behaviors of specific	Determine the commonalities within a group of artists or visual images attributed to a particular type of

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Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
VA:Re8.1.Pka	VA:Re8.1.Ka	VA:Re8.1.1a	VA:Re8.1.2a	VA:Re8.1.3a	VA:Re8.1.4a	VA:Re8.1.5a	VA:Re8.1.6a	VA:Re8.1.7a	VA:Re8.1.8a	VA:Re8.1.la	VA:Re8.1.IIa	VA:Re8.1.IIIa
nterpret art by dentifying and describing subject matter.	Interpret art by identifying subject matter and describing relevant details.	Interpret art by categorizing subject matter and identifying the characteristics of form.	Interpret art by identifying the mood suggested by a work of art and describing relevant subject matter and characteristics of form.	Interpret art by analyzing use of media to create subject matter, characteristics of form, and mood.	Interpret art by referring to contextual information and analyzing relevant subject matter, characteristics of form, and use of media.	Interpret art by analyzing characteristics of form and structure, contextual information, subject matter, visual elements, and use of media to identify ideas and mood conveyed.	information and	Interpret art by analyzing art-making approaches, the characteristics of form and structure, relevant contextual information, subject matter, and use of media to identify ideas and mood conveyed.	interpret art by analyzing how the interaction of subject matter, characteristics of form and structure, use of media, art-making approaches, and relevant contextual information contributes to understanding messages or ideas and mood conveyed.	Interpret an artwork or collection of works, supported by relevant and sufficient evidence found in the work and its various contexts.	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
Enduring Understa	Apply criteria to evaluate of the control of the co	e art based on variou			siteria una 2 Hann is a	personal preference diff		aine?			•	
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
VA:Re9.1.Pka	VA:Re9.1.Ka	VA:Re9.1.1a	VA:Re9.1.2a	VA:Re9.1.3a	VA:Re9.1.4a	VA:Re9.1.5a	VA:Re9.1.6a	VA:Re9.1.7a	VA:Re9.1.8a	VA:Re9.1.la	VA:Re9.1.IIa	VA:Re9.1.IIIa
Select a preferred artwork.	Explain reasons for selecting a preferred artwork.	Classify artwork based on different reasons for preferences.	Use learned art vocabulary to express preferences about artwork.	Evaluate an artwork based on given criteria.	Apply one set of criteria to evaluate more than one work of art.	Recognize differences in criteria used to evaluate works of art depending on styles, genres, and media as well as historical and cultural contexts.	relevant criteria to evaluate a work of art.	compare and explain the difference between an evaluation of an artwork based on personal criteria and an evaluation of an artwork based on artwork based on	Create a convincing and logical argument to support an evaluation of art.	Establish relevant criteria in order to evaluate a work of art or collection of works.	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.	Construct evaluations of a work of art or collection of works based on differing sets of criteria.

Essential Question(s	ding: Through art-mak i): How does engaging i	n creating art enrich p	eople's lives? How do	es making art attune p	eople to their surrou	ndings? How do peopl	e contribute to aware					
Pre K VA:Cn10.1.Pka	Kindergarten VA:Cn10.1.Ka	1st VA:Cn10.1.1a	2nd VA:Cn10.1.2a	3rd VA:Cn10.1.3a	4th VA:Cn10.1.4a	5th VA:Cn10.1.5a	6th VA:Cn10.1.6a	7th VA:Cn10.1.7a	8th VA:Cn10.1.8a	HS Proficient VA:Cn10.1.la	HS Accomplished VA:Cn10.1.lla	HS Advanced VA:Cn10.1.IIIa
Explore the world using descriptive and expressive words and art-making.	d Create art that tells a story about a life experience.	by which students make art outside of school.	about events in home, school, or community life.	art based on observations of surroundings.	Create works of art that reflect community cultural traditions.	Apply formal and conceptual vocabularies of art and design to view surroundings in new ways through art-making.	Generate a collection of ideas reflecting current interests and concerns that could be investigated in art making.	documentation of places and times in which people gather	Make art collaboratively to reflect on and reinforce positive aspects of group identity.	Document the process of developing ideas from early stages to fully elaborated ideas.	Utilize inquiry methods of observation, research, and experimentation to explore unfamiliar subjects through artmaking.	Synthesize knowledge of social cultural, historical, and personal life with art-making approaches to crea meaningful works of art or design.
Enduring Understanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderstanderst	: Relate artistic ideas ar ding: People develop i i): How does art help u	deas and understandi s understand the lives	ngs of society, culture, of people of different	and history through t times, places, and cul	heir interactions with tures? How is art use	d to impact the views						
Pre K	Kindergarten	1st	2nd	3rd	4th	5th	6th	7th	8th	HS Proficient	HS Accomplished	HS Advanced
	VA:Cn11.1.Ka	VA:Cn11.1.1a	VA:Cn11.1.2a	VA:Cn11.1.3a	VA:Cn11.1.4a	VA:Cn11.1.5a	VA:Cn11.1.6a	VA:Cn11.1.7a	VA:Cn11.1.8a	VA:Cn11.1.la	VA:Cn11.1.lla	VA:Cn11.1.IIIa
VA:Cn11.1.Pka								Analyze how			Compare uses of art	

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### **Sample Lesson Plan**

The following lesson plan can be adapted to fit the desired time frame, the type of technology/cameras being used, whether the final images will be printed or digitally displayed.

LEVEL: Creative Photography II

**LESSON:** Toy Photography

### PACING:

**OBJECTIVE:** The learner will create photographs using art elements & principles based on a series of toy photography.

### Florida State Standards:

**VA.912.C.1.1**-Integrate curiosity, range of interests, attentiveness, complexity, and artistic intention in the artmaking process to demonstrate self-expression.

**VA.912.C.1.4**-Apply art knowledge and contextual information to analyze how content and ideas are used in works of art.

**VA.912.C.2.1**-Examine and revise artwork throughout the art-making process to refine work and achieve artistic objective.

**VA.912.C.3.1**-Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork.

**VA.912.F.1.4**-Use technological tools to create art with varying effects and outcomes.

**VA.912.F.3.4**-Follow directions and use effective time-management skills to complete the art-making process and show development of 21st-century skills.

VA.912.O.1.2-Use and defend the choice of creative and technical skills to produce artworks.

**VA.912.S.1.7**-Manipulate lighting effects, using various media to create desired results.

VA.912.S.2.6-Incorporate skills, concepts, and media to create images from ideation to resolution.

**VA.912.S.3.5**-Create multiple works that demonstrate thorough exploration of subject matter and themes.

### MATERIALS:

Canon Rebel SLR Camera, Arista black and white 35mm film, film canister, reel, can opener, thermometer, timer, film developing chemistry (developer, stop bath, fixer, photo flo, water), Ilford B&W Resin Coated photography paper, film dryer, photography paper drier, black changing bag, negative sleeves, sheet protectors, enlarger, negative film carrier, enlarging easel, paper, pencil, self-evaluation form, digital camera, printer, Epson 125 CMYK ink, Epson luster photographic paper. Matting board, matt cutter, double-sided tape, and masking tape. Lighting equipment, lamps, fabric, toys, props, backdrops, paper.

		Word bank⊠ Computer presentation⊠
<b>ESOL STRATEGIES:</b>	Peer buddy ⊠ Demonstrations⊠	Visuals⊠

### **VISUAL RESOURCES:**

PPP- Abandoned Toys, <a href="http://www.thephotoargus.com/inspiration/35-extraordinarily-clever-examples-of-toy-photography/">http://www.thephotoargus.com/inspiration/35-extraordinarily-clever-examples-of-toy-photography/</a>

### INSTRUCTION:

Present students with visual presentation on artists who work using toys as their subjects for photographs. Toy photography provides great opportunities for clever composition and creative lighting.

A photographer can breathe life and personality into the inanimate objects being shot.

Present students with shooting assignment criteria and guidelines. Have students understand the evaluation process. They will be evaluated from ideas, shooting, through film processing, and printing.

They will develop their own film and decide what images to enlarge.

They will be evaluated in the quality of their prints, as well as their critique and presentation of their work to the class.

### **PROCEDURES:**

Present students with artists whose work demonstrate use of toy photography.

Explain to students the use of rule of thirds, manual focusing, and cropping using the lens.

Present students with shooting assignment guidelines and expectations.

Review manual camera settings.

Students will have two to three days to go out and shoot throughout the campus with 35mm black and white film. They will be creating their own scenery and bringing in the toys they want to use.

Students processing their own film. Loading film into reel, preparing chemicals for film development, drying, cutting cleaning film.

Students will make a contact sheet on 8x10 inch resin coated photographic paper.

Students will develop and print four (4) 5"x7" prints for this assignment.

They may use natural or artificial lighting.

Students will complete a self-evaluation form and present their final pieces to the class.

\*\*\*See attached power point presentation\*\*\*

\*\*\*See attached shooting assignment guidelines\*\*\*

**EVALUATION & PERFORMANCE ASSESSMENT:** ⊠Research ⊠Class participation □ Daily progress **⊠**Craftsmanship **⊠**Critique ⊠Observation of process (student working) **⊠**Execution ⊠Self-assessment by student ⊠Observation of final product Portfolio ⊠Interview with student ⊠Group assessment (critique) ⊠B. demonstrates growth Journals & Homelearning ⊠B. sketches ☐C. teacher-generated assignments

### **Step by Step Guide**

The following can be adjusted and manipulated depending on grade level, abilities, resources, timeframe, etc...

- Present to students the idea of using toys and toy photography. This can be done by showing them examples from the internet on using toys in photography.
- The more examples provided, the better. I like to show a variety of images, like black and white photography, the darker side of toys, 'happier' images, photographs with a lot of digital manipulations, simpler images, etc.
- Have a class brainstorming session on what types of toys and props can be used to create stories and scenes.
- Discuss how light can influence mood and add emphasis to the toys or 'characters'.
- Demonstrate via class demonstration lighting techniques such as side lighting, Rembrandt lighting, butterfly lighting, top lighting, bottom lighting, silhouette or back lighting, using reflectors, etc.
- Natural lighting can be used or household items such as flashlights, lamps, or even cellphone flash lights.
- Explain to students the project requirements, such as:
  - o type of cameras to use
  - o technology, photo editing software
  - o deadlines
  - o output options (printing or digital presentation)
  - o themes or topics to cover
  - o amount of props or toys to use
  - o if working with groups, assignment of jobs
     (lighting tech, director, stage designer, etc.)
- · Discuss any concerns and questions students may have.
- Allow students plenty of class time to work on project.

- Guide students through the process of the project from beginning to end.
- Provide the necessary materials and supplies to reach final outcome.
- As the deadline approaches, guide students towards final steps.
- After deadline, display final work and conduct a critique with the class.

### Resources

The following are links to websites that I have used to help develop this lesson plan:

Miami-Dade County Public Schools, Division of Visual and Performing Arts http://vpa.dadeschools.net/visualarts-curr.html

Florida State Standards http://www.cpalms.org/Public/search/Standard#0

National Core Art Standards http://www.nationalartsstandards.org

The Photo Argus- Resource Website for Photographers http://www.thephotoargus.com

The Photo Argus- Link to examples of toy photography <a href="http://www.thephotoargus.com/inspiration/35-extraordinarily-clever-examples-of-toy-photography/">http://www.thephotoargus.com/inspiration/35-extraordinarily-clever-examples-of-toy-photography/</a>

Freestyle Photographic Supplies

http://freestylephoto.biz

B & H Photo

http://www.bhphotovideo.com

### **Supplies and Supplemental Materials**

The Materials required for this project can vary widely depending on the class size, the age group, the grade levels, and the available resources:

- Cameras (film, digital, or even smartphones!)
- Computers (if working with photo editing software)
- Teacher Computer
- Promethean board or any digital board for class presentation
- Toys (provided by teacher, students, donated, etc.)
- Props (fabric, textured materials, etc.) \$20
- Light sources (sun, lamps, flashlights, lighting kits)
- Paint **\$20**
- Markers \$10
- Glue **\$10**
- Scissors
- Tape, double sided, masking, etc. \$10
- Photo editing software, if available through school site.
- Color printer **\$150- \$700**
- Photo paper, Epson luster \$30-\$200 depending on quantity and size
- Film, 35mm, black and white, 400 ISO \$3.22 per film

- Film developing chemicals (developer, stopbath, fixer) **\$100**
- Darkroom chemicals (developer, stopbath, fixer) **\$100**
- Darkroom supplies, enlargers, print dryer (school site availability)
- B & W Photo paper, depending on quantity and size \$50- 250

### **Student Work Samples**



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## APPLY FOR AN IMPACT II ADAPTER GRANT!

M-DCPS teachers, media specialists, counselors or assistant principals may request funds to implement an IMPACT II idea, teaching strategy or project from the Idea EXPO workshops and/or curriculum ideas profiled annually in the *Ideas with IMPACT* catalogs from 1990 to the current year, 2015-16. Most catalogs can be viewed at The Education Fund website at www.educationfund.org under the heading, "Publications."

- Open to all K-12 M-DCPS teachers, counselors, media specialists
- Quick and easy reporting requirements
- Grants range from \$150 \$400
- Grant recipients recognized at an Awards Reception

To apply, you must contact the teacher who developed the idea before submitting your application. Contact can be made by attending a workshop given by the disseminator, communicating via email or telephone, by visiting the disseminator in their classroom, or by having the disseminator visit your classroom.

Project funds are to be spent within the current school year or an extension may be requested. An expense report with receipts is required by May 2, 2016.

### APPLICATION DEADLINE: December 11, 2015

Apply online at www.educationfund.org

For more information, contact:

Edwina Lau, Program Director 305.558.4544, ext. 113 elau@educationfund.org



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