

Collage Power

Session plan - option 1

Objectives

Express and communicate ideas, thoughts and feelings within a final art piece

Spark imagination and include everyone in the design and creation process

Age, time and space

Primary, 1hr+ and a classroom, hall or outside

Starter – Play Creative Creatures Consequences

- Give each individual a piece of blank paper to fold it into 4 horizontal sections.
- Ask everyone to unfold and draw the head(s) of a creature on the top section without showing anyone. **The more creative, the better!**
- Add lines to show where the head(s) joins to the next section of the paper.
- Fold the head back so that the next person can only see the section with a few small lines ready to draw their part of the body.
- Pass each one to the left and draw the top part of a new creature's body. You might want extra body parts, such as arms, fins, horns, spikes or rocket launchers! Keep this section secret too.
- Draw the joining lines again onto the next part of the paper. Fold over, keep it hidden and pass to the left!
- Repeat again for the third section, which might include legs or other appendages; just not the base of the animal.
- Finally, pass on and finish with feet, hooves or anything else!
- Now unfold. Take time to **giggle**, choose a few favourites and show how creative we can all be when we're not limited and when we work together.

Discovering Inspiration – first activity

- You might want to gather a few of the optional extras for this inspiration hunt. You'll need 2+ items per individual and as much variety as possible or whiteboards or devices with cameras instead.
- Explain everyone's going to hunt for inspiration and split into groups. Explain any boundaries at this point too.
- Ask each group to find:
 - **Something blue**
 - **Something natural**
 - **Something that makes a sound**
 - **Something that looks like something else**
 - **Something unexpected**
- Then, look for something that represents themselves or your group/school as a whole.
- Share the last ones together.



Resources

Plain paper
Pens or pencils
Colouring pencils

Optional extras

Our template
Recycled materials
Natural items e.g. leaves, feathers, twigs, pinecones
Items to represent your group
Scraps of paper or fabric with different colours, patterns or images
Giraffe Sections template

BIG picture

Creative collaboration
Everyone has their own
section within your giraffe
design

CREATIVE
and
INCLUSIVE



Making magic from meaning – Second activity

- Now that everyone has an item that **means** something to them and represents themselves or your group or community as a whole, model how to convert that meaning into a design idea.
- Speak your thoughts aloud by using your own examples or ours to show the group how they can take their objects and make them into ideas for their design.



"My favourite items from outside were the leaves and I know we all love the way they change colour because our poems last year mentioned that so much. Maybe my design will include the seasons changing from outside our classroom window or include a few lines of our favourite poems."

"I've chosen a pile of sand because our school is near the beach so I think I'm going to use sandy colours in my section. We all loved our Outer Space topic last month too which is why I picked the photo of Earth so I think I'll paint a few of the planets we learnt about in my section. Which planets were sandy colours? Maybe I could use one of those and then include the class's favourite planet too."



Design Time – Final activity

- Share the templates or hand out blank pieces of paper to each individual. You may wish to give a group one part of the giraffe together e.g. a leg and they each design part of that section, or give everyone a splodge or particular shape that can then be put anywhere on the final design.
- Have colouring pencils and spare templates or sheets to hand for multiple designs and iterations.
- Encourage the group to explain their ideas on the back of their sheet so that you can use them when submitting your design to Giraffe About Town and RZSS.
- If there's time, you could also get everyone to put their design onto a large rough template on the floor so that they can see where their piece fits. You can also take photos ready for submission and keep a note of who will be working on which part if the design is successful.

What's next?

- If you're a school based in the City of Edinburgh Council, you can submit your design at <https://bit.ly/GATsubmission>

The **adventure** doesn't stop here!

- Use our online learning activities to create a Giraffe Day, learn about giraffes through games and quizzes, meet keepers and artists, and explore giraffe conservation at <https://bit.ly/GATschools>
- Follow the Giraffe About Town Trail as a whole group or encourage your families to join in too and/or visit the giraffes at Edinburgh Zoo virtually or in person with your group. You can find out more by emailing education@rzss.org.uk

SUBMISSION



ADVENTURE



Unified Design

Session plan - option 2



Objectives

Express and communicate ideas, thoughts and feelings within a final art piece

Spark imagination and include everyone in the design and creation process

BIG picture

Reflecting on what matters to your community

Everyone contributes to one design

Resources

Pens or pencils
Colouring pencils
Submission templates
Plain paper
Post-its

Age, time and space

Primary, 45 mins+ and a classroom, hall or outside

Starter – Discovering your Community

- Start by sharing two truths and a lie about your group or school. Keep them light-hearted and funny. Chose statements that help your group think about what makes your community unique.
- Ask the group to stand up or move to different parts of the room to vote for which statement they think is a lie.
- Then, ask individuals or small groups to create the next round to play, asking them to create statements about your group/school/class/community.
- Play a few rounds, **jiggle** and note down any features that show special traits.

Bubble word maps – first activity

- Now that everyone's had a go at describing together, create **word maps** for each of the following headings.
- You may want to give this to smaller groups, encourage individuals to move around the room to add to each separate bubble map, or work through each one and create whole-group word bubble maps.
- To help anyone who might be stuck for ideas, hide words on post-its all around the room or provide word mats or thesauruses.
 - Describe our group, school or whole community
 - Describe what's important to us
 - Describe how we feel as part of this group
- Reflect as a whole group on each map once they're finished.
- As a whole group, vote or choose between three and five elements from each bubble that reflect your group the most. These words will be needed for the second activity.



Optional ideas

- To help your group gather more ideas about their community, why not take a stroll around your local area with them?
- You could also set a home learning task before the session to interview family and friends about their community and what it means to them, or to bring in items that represent it.



Design Time – Second activity

- Share the submission templates or blank pieces of paper out to each individual. Each individual should have a whole set of the submission template. Have colouring pencils and spare templates or sheets to hand for multiple designs and iterations.
- Using the descriptions, everyone creates their own giraffe design that **symbolises** these.
- Encourage the group to explain their ideas on the back of their sheets so that you can use them when submitting your design.

Gallery Walk – Final activity

- Ask everyone to put their names on the back of their designs.
- Collect all of the designs in and **shuffle** them up. While everyone tidies away, put the designs back into random spaces around the room or pin them up in the hall.
- Explain we're going to walk around our new Wee Herd Gallery and enjoy everyone's representations of our community. We've purposefully shuffled designs and hidden names so that we can enjoy everyone's designs **equally**.
- You could give everyone post-its to share specific feedback about what they like the most on two or three designs.
- Once everyone's finished walking the gallery, ask everyone to vote for their favourite design. You could do this on more post-its to encourage voting for their favourite, rather than a friend's, or each individual could vote by adding a sticker or a tick to their choice.
- Take the design with the most votes and complete the submission as a group. Remind everyone that, if successful, everyone will be involved in the painting process and discuss ideas to help that happen.

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