

Didactic Scenario

1. Title

Enchanting Art: A Creative Art Adventure with Legends and Myths!

2. Keywords

Art, storytelling, gamification, work group

3. Basic Information

STEAM Subject: Art

Typical interaction time with the instructional scenario in teaching hours for in-school work:

General description of the scenario:

Phases	Stage	Time
1	Introduction	10 minutes
2	Illustrating Legendary Characters	20 minutes
3	Mythical Collages	30 minutes
4	Fairy Tale Storybooks	20 minutes

Age group: 6 – 11 years old

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
		X		

Teaching resources

Material:

Square sheets of paper in various sizes (enough for each student)

Markers or pens (for labeling the folded papers, if desired)

Whiteboard or chalkboard (for demonstration purposes, optional)

School infrastructure: Not required

Additional material from external sources/online tools:

https://www.youtube.com/watch?v=QJlznVyA288&ab_channel=CaskTheology

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4. Educational Problem

This STEAM activity combines art with literature by inviting students on a creative art adventure inspired by legends, fairytales, and myths. The activity aims to nurture students' imagination, enhance their artistic expression skills, and encourage them to transform literary texts into visual art.

The aim of this STEAM activity is to introduce students to the concept of combining art with literature and provide them with a platform to explore their creativity while visually representing characters and scenes from legendary stories.

5. Learning Objective (-s)

1. Acquire basic knowledge about ocean life and elements.
2. Create ocean-themed artworks using various art techniques.
3. Demonstrate their ability to visually tell a story and express themselves through art.
4. Curate and present their own ocean-themed art exhibition.

6. Phases of the Scenario

Phase 1

Title: Introduction

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

Introduce students to the concept of legends, fairytales, and myths, emphasizing their significance as stories that ignite the imagination.
Present examples of how art and literature can be combined, inspiring students to explore their creative potential.

Activity sheets:

Phase 2

Title: Illustrating Legendary Characters

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 20 minutes

Detailed description of the scenario phase:

Set up a gallery of famous legendary characters, fairytale figures, and mythological beings for students to observe.
Instruct each student to select their favorite character and provide them with art supplies to draw or paint their chosen character.
Encourage students to unleash their creativity and depict the legendary characters in their own unique style.

Activity sheets:

Phase 3

Title: Mythical Collages

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 30 minutes

Detailed description of the scenario phase:

Provide students with short paragraphs describing scenes and characters from myths and fairytales.
Instruct each student to create mythical collages by combining paper, magazines, fabric, and other materials to bring the scenes to life.
Encourage students to tell visual stories through their collages, showcasing their imaginative abilities.

Activity sheets:

Phase 4

Title: Fairy Tale Storybooks

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 15 minutes

Detailed description of the scenario phase:

Hand out blank storybook templates to students.
Have each student fill their storybook with their own narrative, incorporating both written text and illustrations.
Celebrate their literary and artistic achievements by allowing students to proudly share their storybooks.

Activity sheets:

7. Evaluation Methodology

10 minutes

Provide students with an opportunity to present their artwork in the classroom or through a virtual platform.

Encourage students to provide feedback and appreciation for each other's creations, fostering a supportive and creative learning environment.

Evaluate the activity together and celebrate the students' creative talents.

Conclusion:

"Magical Art: A Creative Journey with Legends and Myths!" activity allows students to merge art and literature, empowering them to explore their creativity and artistic expression. By drawing inspiration from legends, fairytales, and myths, students embark on a visual adventure and discover the power of storytelling through visual art. Additionally, the activity promotes self-expression and the integration of literature and art as a means of creative communication.