

LESSON PLAN: Museport

Overview

Newport is a town with rich history and the focus of this workshop is to use this strength towards disposition of different art practices. This plan is essentially aimed at mapping the cross-over of arts, history, architecture, city planning and a lot more.

Engage with Newport through creative explorations of this beautiful and historic city. Learn how to read a building's architectural elements, unwind at the beach with en plein air drawing, and practice framing and capturing moments through a camera lens. This is a great option for those who have taken our Wet Paint camp before. Students will be painting and will be able to submit to Wet Paint, which will take place this weekend!

Learning outcomes

1. *Thinking through art.* Students will learn to use art as a process of making rather than merely acquiring an art skill.
2. *Integrative learning:* Students will learn to weave connections in terms of forms, art, history and architecture.

Guiding Questions

1. How did Newport come into existence and what is its early history?
2. What is art? What relationship does it hold to the history of a place?
3. Why and how is the architecture of Newport unique?
4. What role does the sea have to play in the history, art and architecture of this town?

Outline Schedule

Day 1: Touro Park

Day 2: Visit to the Museum

Day 3: Dive back in time with Architecture

Day 4: En Plein Day

Day 5: Exhibition

Closing Questions / Evaluation

1. How art, architecture and design are influenced by the location and history of a place?
2. What are the cultural contexts associated with architecture?
3. How different aspects of arts and craft can be interconnected with the history of a town?

Supplies and equipment needed, with quantities

- Colored paper/ Construction paper
- Sketch pens/ sharpies
- Cardboard/ corrugated sheet / recycled boxes
- Thread/ twine
- Adhesive (glue)
- Shells
- Metal wires
- Paint brushes (flat and round)
- Acrylic paints
- Water paints
- Silicon animal stamps for Gytaku
- Fabric (cotton/muslin)
- Canvas
- Elastic bands
- Metal U-clips/paper clips/thumb tacks, brads
- Sponge
- Balloons
- Popsicle sticks
- Straws
- Post-its

Detailed Lesson Plan

Aug 12: Day 1

Theme: **Touro Park**

- **9:00 to 10:00 - Introductions**
 - Break a leg (name game): All students, along with the TA will stand in a circle. Each student will say their name while doing a martial art pose; everyone will follow. After each person goes around once, we will play a game to become familiar with each others name.
 - Introduction to the theme
 - Group agreement: We will collectively chart out the rules, do's and don'ts of the class. The students shall be encouraged to take the initiative for maintaining the decorum of the class. We would discuss the schedule for the week, clean-up duties at the end of the day, break-time rules, etc.
*We will also have a post it corner where students can leave comments (no personal or comments targeting anyone) or share how they might be feeling if they are uncomfortable sharing in person.
- **10:00 to 10:45 – Visit to Touro Park**
 - Leading question: What do you think the Old stone Mill was built for?
What do you notice about the infrastructure/layout of the park?
 - Leading a conversation with initial focus on the history, elements of the landscape and the structure of the park. Attention to details like arrangement of bushes, park benches, old drinking water fountains, etc.
 - There is a lot of ambiguity around this structure and many different as well as popular theories linked with it.
 - Focus on creating reason based on observation of the construction and architecture of the structure.
- **10:45 to 11:00 - Snack break**
- **11:00 to 12:00 – Drawing in the Park**
 - Building an individual story around what the Old Stone Mill structure could have possibly been used for and create a drawing using the visual as a reference.
- **12:00 to 1:00 - Lunch Break**
- **1:00 to 2:15 – 2D to 3D**
 - Multi-media craft; using a variety of materials like construction paper, cardboard, shells, wires, etc. to create a 3D version of the envisioned Old Stone Mill
- **2:15 to 2:30 - Snack break**
- **2:30 to 2:50 - Debriefing session**

Aug 13: Day 2

Theme: *Visit to the Museum*

- **9:00 to 10:00 - Who we are**
 - Daily Check-in: Onions and orchids (sharing one good and one not so positive thing/feeling)
 - Ice-breaker: Question Ball
 - Time to complete previous day's 3D structures
- **10:00 to 10:45 – History of the Griswold House**
 - Discussing who owned the Griswold house, why is it a unique structure and how was it converted into a museum.
 - Spending some time brainstorming on designing the exhibition invites taking inspiration from the architecture of the museum.
- **10:45 to 11:00 - Snack break**
- **11:00 to 12:00 – Visit to the Museum**
 - Introduction to basic architectural terminologies?
 - Tour around the museum with focus on landscape and external structures?
 - Playing architecture bingo
 - A tour in the interior of the museum, looking at the exhibits.
 - Playing Art hunt
- **12:00 to 1:00 - Lunch Break**
- **1:00 to 2:15 – Designing Invites**
 - Learning about storyboarding.
 - Designing invitations inspired from elements in the museum
- **2:15 to 2:30 - Snack break**
- **2:30 to 2:50 - Debriefing session**

Aug 14: Day 3

Theme: *Visit to the Trinity Church*

- **9:00 to 10:00 - Who we are**
 - Daily Check-in: Onions and orchids (sharing one good and one not so positive thing/feeling)
 - Ice-breaker: Toilet paper haiku
 - Completing the invitations
- **10:00 to 10:45 – Walking with a camera**
 - Exploring photography while on the walk to the church
 - Optional: repeat the architecture bingo game
 - Visiting the Trinity Church; special focus on the history and art of stained glass windows on the church
- **10:45 to 11:00 - Snack break**
- **11:00 to 12:00 – Photo Collage**
 - Print out the photos taken during the walk; if we have additional time, photo editing may be explored
 - Create a photocollage to create a single unique structure by using different elements of the various photographed structures
- **12:00 to 1:00 - Lunch Break**
- **1:00 to 2:15 – Cellophane Craft**
 - A brief discussion on the relationship of stained-glass painting and worship
 - Creating craft with colored cellophane paper to imitate the 'light-catching' effect of glass painting
- **2:15 to 2:30 - Snack break**
- **2:30 to 2:50 - Debriefing session**

Aug 15: Day 4

Theme: **En Plein Day**

- **9:00 to 9:40 - Designing the arcade**
 - Daily Check-in: Onions and orchids (sharing one good and one not so positive thing/feeling)
 - Spending some time completing pending work
 - Prepare canvases and paint supplies for the trip to the beach
- **9:45 to 11:15 – Visit to the Beach**
 - We will visit the beach and each student will paint their own version of the ocean
 - This experience is meant to be a full-blown expression of artistic expression
 - There would be no restriction in terms of color palate, setting, composition, etc. as long as it is inspired from and depicts the beach in some way
 - Students may use elements of the beach like sand, shells, etc
- **11:15 to 11:30 - Snack break**
- **11:30 to 12:00 - Session continued**
 - Students will continue working on their canvases
- **12:00 to 1:00 - Lunch Break**
- **1:00 to 2:15**
 - Students will use this time to work on the presentation/display for the next day.
 - We will leave the arrangements for the second day but work on labels, signs and invites.
- **2:15 to 2:30 - Snack break**
- **2:30 to 2:50 - Debriefing session**

Aug 16: Day 5

Theme: **The Exhibit**

- **9:00 to 10:00 - Check ins and Visit to the Redwood Library**
 - Daily Check-in: Onions and orchids (sharing one good and one not so positive thing/feeling)
 - We will visit the Redwood Library to take one last architectural inspiration, mainly focused on the landscape, for our exhibit
- **10:00 to 10:45 - Gyotaku**
 - Gyotaku is a Japanese print art form. It essentially links back to the first day of exploring the history of the Touro Park and its connection to Japanese trade
 - This will also become a part of the exhibit as an interactive station for the visiting families and friends
- **10:45 to 11:00 - Snack break**
- **11:00 to 12:00 – Exhibition Setup**
- **12:00 to 1:00 - Lunch Break**
- **1:00 to 2:15 -**
 - Students will use the first half hour to alter, fix or add final touches to their work.
 - The rest of the time will be dedicated to set-up of the exhibit space and prepare the gyotaku station for the final reception.
- **2:15 to 2:30 - Snack break**
- **2:30 to 2:50 - Final showdown**