

MONSTER mug

AMACO® Lesson Plan #71
Level: K-9

Putting the FUN in functional.



(800) 374-1600
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Lesson Plan Goals and Objectives

- Learn about monsters from legends of different cultures.
- Analyze and contrast the history, aesthetics and culture of art work.
- Learn basics of ceramic hand building: slab construction, pinch, slip-and-score, glazing.
- Learn components of a functional mug: body, handle, scale.
- Imagine specific monster characteristics and personality.
- Learn how to make features (eyes, nose, mouth, etc) and textures in clay.

National Visual Art and Core Standards

- Apply media, techniques, and processes of ceramics.
- Evaluate monster qualities and functionality.
- Discuss monster features and eccentric attributes.
- Encourage play.

Tools & Materials

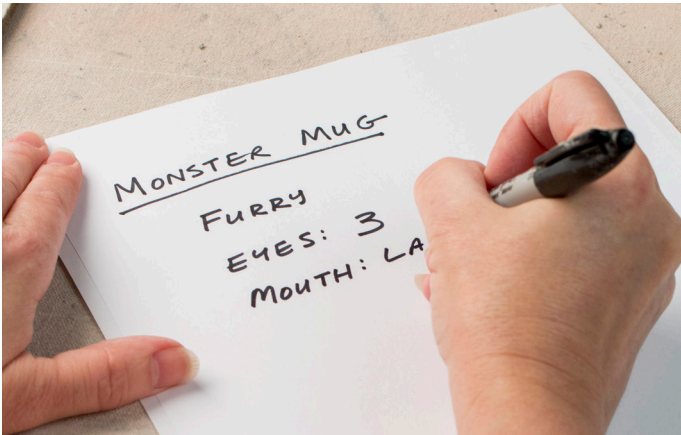
- AMACO® Low Fire White Art Clay No. 25 (45015Y)
- brent® Slab Roller or AMACO® Rolling Pin (#11196M)
- Fettling Knife (#11192H)
- AMACO® Low Fire Glazes:
“CTL” Crystaltex
LG-Series
“TP” Teacher’s Palette
- Modeling Tools
- Brushes
- Sketchbook
- Drawing Materials



About the artwork on the cover:

Brown Monster	Green Monster
CTL-40 Forest	TP-1 Coal Black
LG-58 Brilliant Red	TP-11 Cotton
LG-62 Light Yellow	TP-42 Granny Smith
LG-52 Petal Pink	TP-43 Green Leaf
LG-45 Emerald Green	TP-54 Lilac
LG-11 Opaque White	TP-58 Brick Red

STEPS



1. Plan Monster: Have students draw their monster as a mug and include the handle in their plan.



2. Texture Slab: Cut out and texture a slab 11.5" x 5". Use a comb, net fabric, or roller stamp to create a look of fur, scales, or other monster body exterior. (See Ideas below for more suggestions.)



3. Cylinder with Base: Curl slab into a cylinder with the texture on the outside. Slip and score the ends of the cylinder. Cut a circle from a slab for the base. Score and slip to cylinder.



4. Eyes: Roll balls of clay, score and slip and press gently into the mug. Use hollow tool or texture stamp to make iris and pupil. Use small coils for eyelids, if desired.

IDEAS

Texture Ideas:

Scales	Wood tool or roller stamp
	Netting
Lizard skin / bumpy	Round bisque stamp
Fur	Comb or bristle brush or scoring tool
Wrinkles	Plastic Wrap

Eyes:

One, three, five or more. Large or small.

Mouth:

Open or closed. Teeth can be pointy or round, large or small.

Handle:

Claw, tentacle, tail, horn, ear, hand.



5. Mouth and Teeth: For an open mouth, lightly press clay inward, and smooth. For a toothy monster, make teeth separately and attach before making lips. For lips, roll thin coils of clay. Score and slip.



6. Nose: Nose can be any shape. If large, make it hollow and poke a hole in it to vent during firing.



7. Handle: . If the handle will be more than $\frac{3}{4}$ " thick (like the claw / horn handle pictured) make it hollow. Be sure to include a hole in the base to allow it to vent during firing. For a tentacle type handle, it can be solid. Texture the handle to match the mug.



8. Bisque and Glaze: Dry slowly and bisque fire to cone 04. Glaze with CTL, LG or TP glazes and enjoy.

GLOSSARY

Bisque: Unglazed ceramic after the first firing.

Bone Dry: Final stage of greenware, completely dry and ready to be fired. At this stage clay is very fragile, non-plastic, and porous.

Fire: To heat the clay in a kiln at a very high temperature until it is hard and becomes ceramic.

Greenware: Any unfired piece of clay.

Score: Scratching the surface in preparation for joining.

Slip: Clay mixed with water to a creamy consistency, often used to attach raw clay.



for a video demonstration
AMACOLessonPlans.com