Steampunk Animal Drawing

Middle Primary / Secondary

LESSON PLAN

TITLE: Steampunk Animal Drawing

YEAR LEVELS: Middle Primary / Secondary

TIME FRAME: 3 X 1 Hour Lessons

LEARNING GOALS

To Develop drawing and water colour painting skills

To Understand and replicate the steam punk aesthetic.

SKILLS

In this lesson students will explore the style of steam punk and create their own steam punk inspired animal. Students begin by drawing a silhouette of an animal. Students will then fill in the silhouette with drawings of steam powered machinery. Students will add colour to this design using water colour pencils and pearlescent watercolour paints.

MATERIALS

Wooden cogs and Gears
Water colour pencils
Pearlescent water colours
Brown craft card

ACTIVITY BREAKDOWN

Lesson 1
Students analyse the steam punk style and discuss the aesthetic qualities. Students look at examples of turning organic objects into a Steam-punk style with the books Aquatica and Mechanica. Students choose an animal and draw its silhouette in grey lead pencil. Students then fill out the silhouette with Steam-punk style machinery. Students use images from the industrial revolution and the machinery used there as inspiration to help them draw details as well as wooden cogs and gears to trace.

Lesson 2
Students complete their design and details. Once complete students trace over their pencil with water colour pencils. Students then use pearlescent water colour paints to fill in coloured areas. Ensure students choose muted colours to match the Steam-punk style.

Lesson 3
Students complete painting and may choose to add in some wooden cogs and gears. Students can paint in these cogs and gears and then paste them over their drawings.

REFLECTION / EXTENSION

Reflection: Students analyse their work. Discuss how the work and the aesthetic of their finished piece relates to the industrial revolution and that point in history and how it is read today.

Extension: Students can extend their work by incorporating more detail into their design. Students can begin with a pencil drawn image and then create another coloured image using the same design.