

Doodle 4 Google Ireland 'If I could create anything it would be...'



Lesson 2 – Hopes and Dreams
4th Class, 5th Class, 6th Class

Doodle 4 Google is an exciting competition that gives pupils the chance to create a piece of art and design work with the potential to be seen by millions of people on the Google IE homepage.

The aim of this lesson plan is to equip pupils to enter this year's Doodle 4 Google competition, on the theme of 'If I could create anything it would be...'. It contains activities to introduce the theme and inspire their imagination, as well as guidance for creating their entries.

Curriculum links

Subject: The Arts Education – Visual Arts
Strand: Drawing; paint and colour

Aims:

- To enable the child to explore, clarify and express ideas, feelings and experiences through a range of arts activities
- To provide for aesthetic experiences and to develop aesthetic awareness in the visual arts
- To develop the child's awareness of, sensitivity to and enjoyment of visual, aural, tactile and spatial qualities in the environment
- To enable the child to develop natural abilities and potential, to acquire techniques
- To practise the skills necessary for creative expression and for joyful participation in different art forms
- To enable the child to see and to solve problems creatively through imaginative thinking and so encourage individuality and enterprise
- To value the child's confidence and self-esteem through valuing self-expression

- To foster a sense of excellence in and appreciation of the arts in local, regional, national and global contexts, both past and present
- To foster a critical appreciation of the arts for personal fulfilment and enjoyment.

Objectives:

4th Class:

- Make drawings from recalled experiences, emphasising pattern, detail, context and location.
- Express his/her imaginative life and interpret imaginative themes using inventive pattern and detail.

5th, 6th Class:

- Make drawings based on themes reflecting broadening interests, experiences and feelings.
- Draw imaginative themes using inventive pattern and detail.

Note: Although the lesson is primarily art-based, it also supports Languages – English and the Social, Personal and Health Education Curriculum.

Materials and equipment

- Digital projector connected to the internet to enable pupils to view the Google logo and images (if not available, printed images could be used)
- Google logo templates available from <http://doodles.google.ie/d4g/>
- Examples of Google doodles for special events from www.google.ie/logos
- Plain A4 paper
- A selection of tools and materials for graphic activities, such as colouring pencils, felt tips and paints.

Activities

1. Hopes and Dreams

- a) As a warm up, ask pupils what they dream about. Capture keywords on the board. Explain that dreams can be about ordinary or fantastical things, but that things that seem impossible can happen when dreaming.
- b) Ask pupils 'how' they dream. Explore the different meanings of dreaming by discussing dreaming in your sleep, day-dreaming or dreaming wide awake.
- c) Show pupils Google images of things that relate to impossible dreams (e.g. a person flying, walking on clouds, touching stars, cycling on the moon, going back in time). Talk about each image to get pupils' thoughts: *What makes this a nice dream? What makes it impossible?* Tell pupils that in the past, things like flying in an aeroplane or going into space would have seemed impossible.
- d) Explain that 'hope' can be another word for dreaming of things that we really want to see happen in the future. Show pupils Google images of things that relate to things they might like to do or see happening in the future (e.g. swimming with dolphins, world peace, a greener planet or becoming an astronaut/ a ballerina/ a doctor, going on a safari). Ask pupils to discuss with a partner things they hope for in the future before sharing them with the class. Write down themes on the board next to the dreams.
- e) Explain that human beings are always looking to make their world better by solving problems. Ask pupils to think about problems around them, big or small. *Who has this problem? What is difficult? What could they do to make things better?*
- f) Optional: Play a song about hopes and dreams to illustrate the theme, such as 'Imagine' by John Lennon, 'The impossible dream' by Frank Sinatra or 'Believe' by Justin Bieber. (It doesn't matter if they don't know the song; they just need to listen to the lyrics).
- g) Ask pupils to choose a particular challenge they are interested in, and think about how they could solve it, imagining they are in a world of dreams where everything is possible. On a sheet of paper, pupils write where this is taking place, who is involved, what they do, and what their challenge is, before using their imagination to describe how they can help solve this challenge.

2. The competition

Introduce the Doodle 4 Google competition and tell the pupils that they are going to be entering it by creating their own brilliant doodle. Show an example of the Google logo at www.google.ie/logos. You may also like to show the video on the Doodle 4 Google website. Discuss the way that the doodles work with the logo template, with different objects, colours, scenes and shapes creating the letters.

3. Start doodling

Ask pupils to use the ideas they have explored in the previous activities to create an entry for this year's competition, on the theme of 'If I could create anything it would be...'. They will express the ideas through drawing and experiment with different media and colours. They should chiefly think about:

- The purpose of their creation
- What are the different parts of their creation
- How their creation works

Give pointers about how to match drawings to the template. Pupils could start with a rough design and then move on to a finished piece of work. You may also wish to give pupils time to practise their designs at home.

4. Doodle gallery

Make a gallery of finished doodles on the classroom wall. Ask pupils to try and identify creations represented by some of the doodles and then ask the artists to talk about their ideas.

5. Supporting statement

When pupils are happy with their doodle, they should give it a title. Help them write a short statement of no more than 50 words about how their work represents 'If I could create anything it would be...'. They could name their creation, explain who it is for, how it is used and what it is made of, and why they think people might want to use it and why it would make things better.

Differentiation: Less confident writers could be given a comic-strip-style template to create a storyboard of the challenge, using pictures and simple sentences. Less able pupils may need help to fit their designs to the Google template and in writing their accompanying statements.

Extension: The class could research dreams across popular culture and different forms of art, including painting, photos, music and dance to create a book of dreams for the school. They could research and organise a choir performance of songs about hopes and dreams.