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

Lesson 3 – Story of Invention
Junior Cycle – 1st, 2nd, 3rd Year

Doodle 4 Google is an exciting competition that gives students 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 students 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 and discussion, as well as guidance for creating their entries.

Curriculum links

Subject: Art, Craft and Design
Strand: Drawing; two-dimensional art, craft and design

Objectives:

- Give a personal response to an idea, experience or other stimulus

- Work from imagination, memory and direct observation

- Use drawing for observation, recording and analysis, as a means of thinking and for communication and expression

- Use the core two-dimensional process in making, manipulating and developing images, using lettering and combining lettering with image, in expressive and communicative modes

- Use and understand the art and design elements

- Use a variety of materials, media, tools and equipment

- Use an appropriate working vocabulary

- Understand relative scientific, mathematical and technological aspects of art, craft and design

- Sustain projects from conception to realisation

- Appraise and evaluate his/her own work in progress and on completion

- Develop an awareness of the historical, social and economic role and value of art, craft and design, and aspects of contemporary culture and mass media.

Note: Although the lesson is primarily art-based, it also supports the Technical Graphics and English curricula.

Materials and equipment

- Digital projector connected to the internet to enable students to view the Google logo, images and video clip

- 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. Story of Invention

You may wish to introduce the Doodle 4 Google competition at the start of the lesson and tell the students that the school is going to be entering. Explain what is required and the prizes involved. Tell students that they are going to be doing some activities to generate ideas for their competition entries.

a) As a warm up, ask students what famous inventions and inventors they can think of and write them on the board.

b) Show students some Google images of famous inventions (e.g. a wheel, a printed book, a handaxe, a radio, a hot-air balloon, glasses, the internet, a safety pin, a slinky, a lightbulb, penicillin, flying machines, relativity). Ask students to reflect about each invention: what does this invention help with? what was difficult or impossible to do before this invention existed?

c) Tell students to pick one invention and put themselves in the inventor's shoes. Ask them to come up with a brief explanation on how this invention came to be. To help them, get them to consider the challenge that the inventor may have encountered, and think about the situation they were trying to solve.

d) Students share the information they have gathered with the rest of the class. As an option, they could role-play the inventor explaining their invention to their peers.

e) Ask students to research big and small inventions and to choose one. Make sure that there are no duplicates across the classroom. Tell students to research information about their invention: when was it invented, by whom, what it is for.

f) Ask students to use the information they have gathered to create an invention profile sheet, including an image, drawn or photographic, a description, the inventor, and a description of why the invention has changed people's lives.

g) Using the invention sheets, students create a timeline of famous inventions and inventors throughout history as a physical display for the classroom. Students can explore the timeline to reflect on the impact of invention on the history of the world.

2. The competition

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.

You may also like to read through the tips for doodlers on the Doodle 4 Google website, and watch the video, in which the doodle team shares its advice for young artists.

3. Start doodling

Ask students 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 could consider the following:

• What makes a successful doodle?

• How can I make mine stand out?

• What kind of art media will best suit my ideas?

Give pointers about how to match drawings to the template. Students could start with a rough design and then move on to a finished piece of work.

4. Doodle Gallery

Make a gallery of the student doodles on the classroom wall, giving students an opportunity to display their work in a way that enhances it. Allow opportunities for students to talk about their finished doodles, explaining how each one expresses their creation, and to reflect critically on the artwork, suggesting how it might be improved. If possible, give students time to develop their doodles further, either in class or at home.

5. Supporting statement

Each doodle needs to be given a title by the doodler, along with a written supporting statement. This should be of no more than 50 words and explain how their work represents the theme of 'If I could create anything it would be…'. Students should summarise the concept of their work and why they have chosen this as their entry.

Differentiation: More able students could mentor those less confident in fitting their ideas to the Google template, helping them talk through possible ways of going about their entries.

Extension: Students could be challenged to create their 3D models of famous inventions to add to their timeline of inventions.

http://doodles.google.ie/d4g/