MANCHESTER COLLEGE
Education Department

LESSON PLAN by: Candy Preston, Erica Hudson, Katie Stoneburner, Tyler Kottkamp

Lesson: Farm Mobile

Length: 60-90 minutes

Lesson adapted from: http://www.dltk-kids.com/animals/mfarmmobile.html

Grade Intended: Second grade

Academic Standards: Art

2.7.3 Create and use symbols in their work to communicate meaning.
2.9.2 Identify and use media, techniques, and processes to effectively
communicate ideas, experiences, stories including:
Sculpture/Architecture/Jewelry
   Media: paper, paper-mache, clay, cardboard, wood, paper, foil, found
   objects, beads, wire, foam.
   Processes: carving, additive subtractive, modeling, and constructing.

Performance Objective:
2.7.3 The students will use the given materials to communicate the symbols of farm life
using at least 4 of the given symbols.
2.9.2 The students will create a mobile using the given materials depicting farm life
following at least 80% of the steps correctly.

Advance Preparation by Teacher:
Acquire the following materials: paper towel rolls, yarn, copies of the patterns,
crayons, scissors, glue, and construction paper.

Procedure:

Introduction:
Read Who Lives on the Farm by Lisa Bonforte to the class. Introduce what a
mobile is and show an example of one already made.

Step-by-Step Plan:
1. Pass out copies of the patterns to each student
2. Allow time for students to color and cut out the patterns
3. After cutting out the patterns fold and glue together
4. Punch a hole on the top of each pattern
5. Pass out yarn and paper towel rolls
6. Give students opportunity to decorate the paper towel roles any way they want
7. Put yarn through hole on pattern long enough to hang down.
8. Tie yarn around paper towel roll
9. Put a piece of yarn through the paper towel roll long enough to hang down

Closure:
Allow the students an opportunity to choose a place in the classroom to hang their
mobiles.
Adaptations/Enrichment:
  Directions in Spanish
  For students with textural issues an aide can glue when necessary.
  Enrichment: Students can add labels and/or create their own symbols for farm life.

Self-Reflection:
  Was the task too difficult for students?
  Did the students handle the multi-step process well?
  Were the students creative?

Bloom’s Taxonomy:
  Application/Synthesis: Constructing the mobile
  Knowledge: What symbols represent farm life

Gardner’s Multiple Intelligences
  Visual/spatial: creating art
  Mathematical/logical: construction
  Intrapersonal: working alone
  Bodily/kinesthetic: hand-eye coordination, working with tools