

Welcome to the Gift Shop

Lesson Plan

Description

Students will experience an art museum digitally, identifying important parts of the museum and exhibits. They will design and create a unique souvenir for the gift shop inspired by the museum using their choice of materials.

LEVEL

Intermediate

AREAS OF STUDY

[Identity](#) [Portrait](#) [Mixed Media](#) [Color](#) [Surrealism](#)

COLLECTIONS

[Exploring Digital Art Museums](#)



Lesson Objectives

- ✓ Students will explore a digital art museum.
- ✓ Students will utilize a visual organizer to identify the main ideas and information from a digital museum exhibit.
- ✓ Students will identify the wants and needs of museum gift shop patrons.
- ✓ Students will brainstorm ways to communicate information about the exhibit and document how they experienced the venue.
- ✓ Students will design and produce a mixed media museum souvenir that meets the needs of museum patrons.

Teaching Strategies

- Demonstrate how to visit a digital art museum and provide a list of art museums available.
- Model how to utilize a visual organizer to identify main ideas and information from a digital museum exhibit.
- Facilitate a class discussion identifying the wants and needs of museum gift shop patrons.
- Demonstrate strategies for designing and producing a mixed media museum souvenir.

Time Requirements

TEACHER PREP TIME

15 minutes

DEMONSTRATION TIME

20 minutes

STUDENT STUDIO TIME

2 hours

Supplies and Materials

- Pencil
- Sketchbook
- Various supplies based on student souvenir choice

Steps

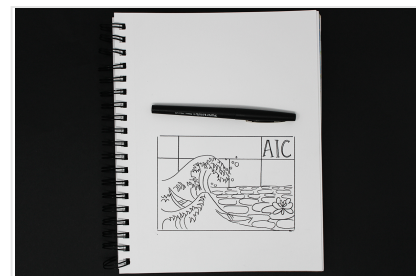
1 Explore & Research a Digital Museum

Explore and research a digital art museum. Complete the resource Experiencing a Digital Art Museum. Brainstorm and sketch possible souvenirs to communicate the museum experience in a sketchbook or on drawing paper.



2 Develop the Design

Reflect on the needs of museum patrons and information that could be communicated about the exhibit. Select a souvenir to develop from an idea into a final design prototype. Create a detailed drawing of the souvenir design in a sketchbook or on drawing paper.



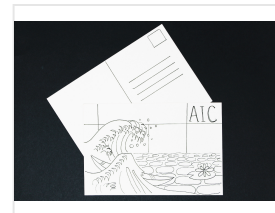
3 Gather Materials

Identify and gather the materials needed to create a prototype of the souvenir.



4 Sketch the Design

Sketch the design onto the surface of the souvenir prototype.



Steps Continued

5 Apply Color

Add color to the design using the chosen medium.



6 Finalize the Souvenir

Add final details and visual elements to complete the souvenir.



National Standards

CREATING

- [VA:Cr2.3.7a](#) Apply visual organizational strategies to design and produce a work of art, design, or media that clearly communicates information or ideas.
- [VA:Cr2.3.6a](#) Design or redesign objects, places, or systems that meet the identified needs of diverse users.
- [VA:Cr2.1.6a](#) Demonstrate openness in trying new ideas, materials, methods, and approaches in making works of art and design.

CONNECTING

- [VA:Cn10.1.7a](#) Individually or collaboratively create visual documentation of places and times in which people gather to make and experience art or design in the community.