Home learning

Co-funded by the
Erasmus+ Programme
of the European Union

TALENT MAKER

We will learn...

- ❑ TO CHOOSE 📖 📖 THAT PORTRAY NATURE.

- ❑ TO REDISCOVER THE WORDS AND THEIR

  TEXTURE: COLOURS, SHAPES, CHARACTER, ETC.

- ❑ TO REPRESENT NATURAL ELEMENTS THROUGH

  ART: 🤸 🎼 🎬 🎨 🖥 ✏ 📝

- ❑ TO PLAN OUR WORK AND WORK INDEPENDENTLY.

Connections

ENJOY THIS 📖 BEFORE WE START:

https://www.youtube.com/watch
?v=wpDv1rYFqTQ&ab_channel=
JoyfulLearningforYoungMinds

DID YOU KNOW?

OCEANS (🌊) ARE ENOURMOUS AREAS OF SALTY WATER.

AROUND 70% OF EARTHS SURFACE IS COVERED BY 🌊.

HENCE THE EARTH IS ALSO NAMED THE BLUE PLANET.

TALENT MAKER

Get ready!
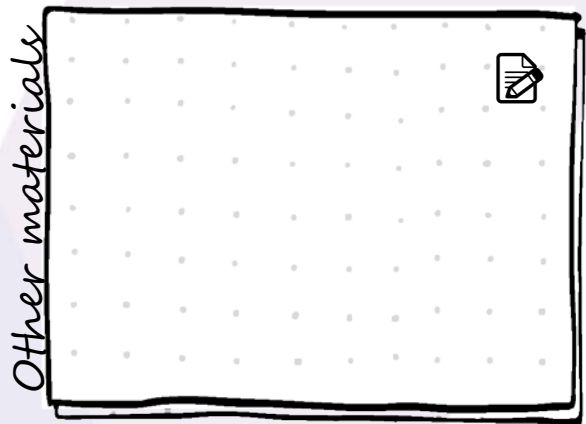
Tick the materials that you already have

Materials

- ☐ 1. SHOEBOX
- ☐ 2. PAPER OF DIFFERENT TEXTURES AND COLOURS
- ☐ 3. SEA SAND AND SHELLS
- ☐ 4. PAINT/MARKERS/GLUE
- ☐ 5. DIGITAL DEVICE WITH SCRATCH ACESS

ARE YOU MISSING MATERIAL?
FOR WHICH ONE COULD YOU REPLACE IT? WILL YOU USE OTHER MATERIALS TO DECORATE?

Other materials

Imagine

THINK WORDS THAT WE ASSOCIATE WITH THE 🐙 :

OCEAN MINDMAP

SHAPE   COLOURS

OCEAN (🐙)

TEXTURE   MOVEMENT

IMAGINE
REFLECT
IMAGINE
CREATE
SHARE
PLAY

TEXTURE

MOVEMENT

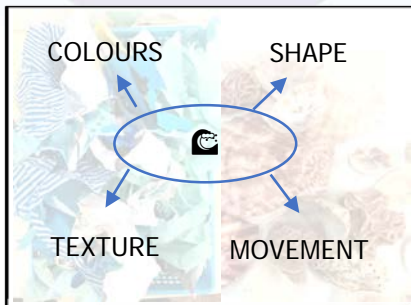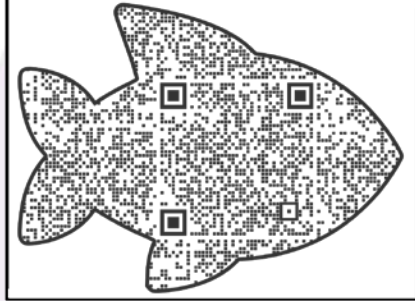**TALENT MAKER**
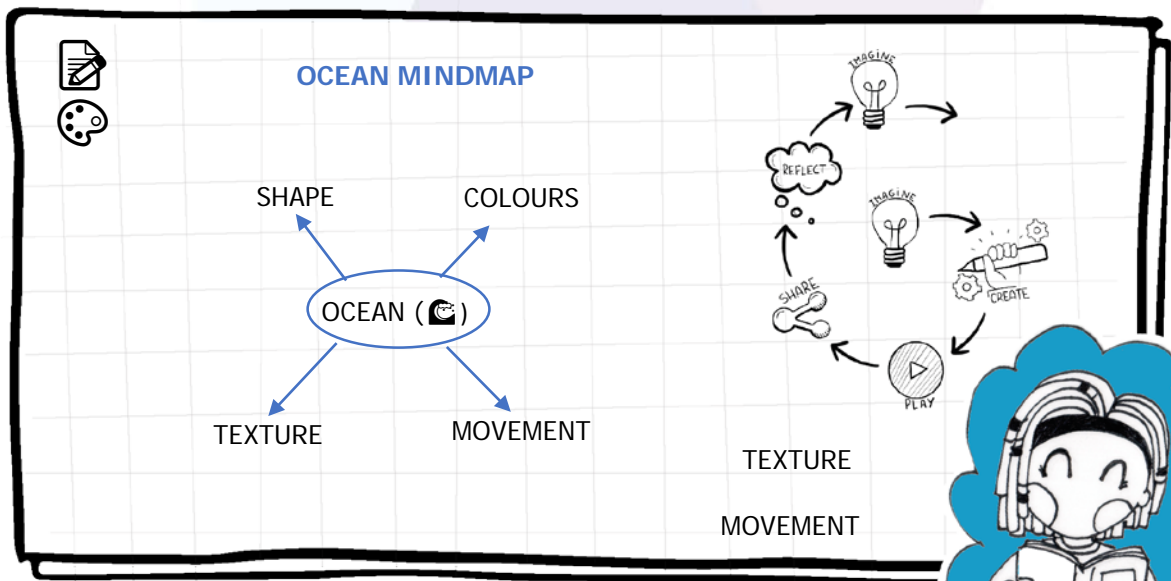
Let's create!

1- SCAN THE QR CODE TO FOLLOW THE STEP-BY-STEP VIDEO.

COLOURS   SHAPE

TEXTURE   MOVEMENT

2- THINK ABOUT THE WORDS OF YOUR 🐦 MINDMAP. HOW COULD YOU REPRESENT THEM WITH THESE MATERIALS?

HAVE A LOOK AT OTHER 📖 📖 RELATED TO THE 🐦 OR DO A LITTLE RESEARCH ON 🖥 FOR INSPIRATION.

3- WRAP THE SHOEBOX WITH COLOUR PAPER AND 🖌 ITS INSIDE COMBINING THE COLOURS OF YOUR MIDND MAP.

Blue
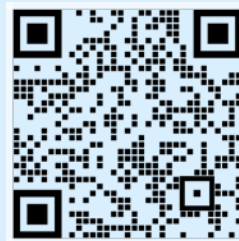
DO YOU KNOW ALL THEIR NAMES? SCAN THE QR CODE TO LEARN SOME.

4- ADD SAND AND OTHER 🦀 ELEMENTS LIKE 💧.

INCORPORATE PAPER OR FABRIC OF DIFFERENT COLOURS AND TEXTURES.

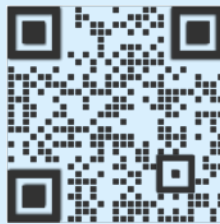TAKE A 📷 OF YOUR FISHBOWL (PHOTO 1).

5- INCLUDE SOME 🦀 LIFE LIKE SEAWEED OR ANIMALS:

🐙 🐠 🐡 🦑 🐚 🐌 🐟

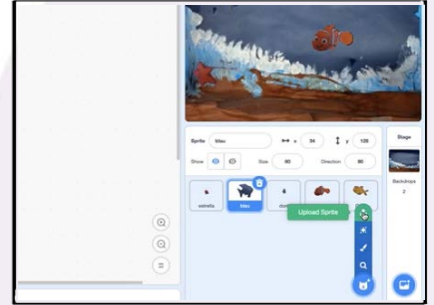TAKE A 📷 OF YOUR ANIMALS BEFORE STICKING THEM.

6. YOUR FISHBOWL IS DONE!

TURN ON YOUR 🖥 AND REMOVE THE BACKGROUND OF YOUR ANIMALS PICUTRES (https://www.remove.bg/es).

7- OPEN 🐱 (https://scratch.mit.edu).

8- UPLOAD YOUR (PHOTO 1) AS A BACKDROP AND
YOUR ANIMALS PHOTOS AS SPRITES.

9- PROGRAM YOUR ANIMALS TO 🐢 IN THE FISHBOWL.
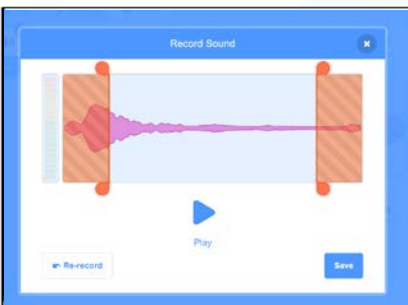**CAN YOU MAKE THIS CODE MORE EFFICENT?**

10- YOU CAN ALSO PROGRAM THEM TO:

- RETELL THE STORY: WAVE BY SUZI LEE.

- DESCRIBE THE 🌊 AND HOW THEY/YOU FEEL ABOUT IT.

- EXPLAIN A MEMORY BY THE 🌊.

WITH THE CODE BLOCK:

play sound ( ) until done

YOU CAN RECORD YOURSELF

Co-funded by the
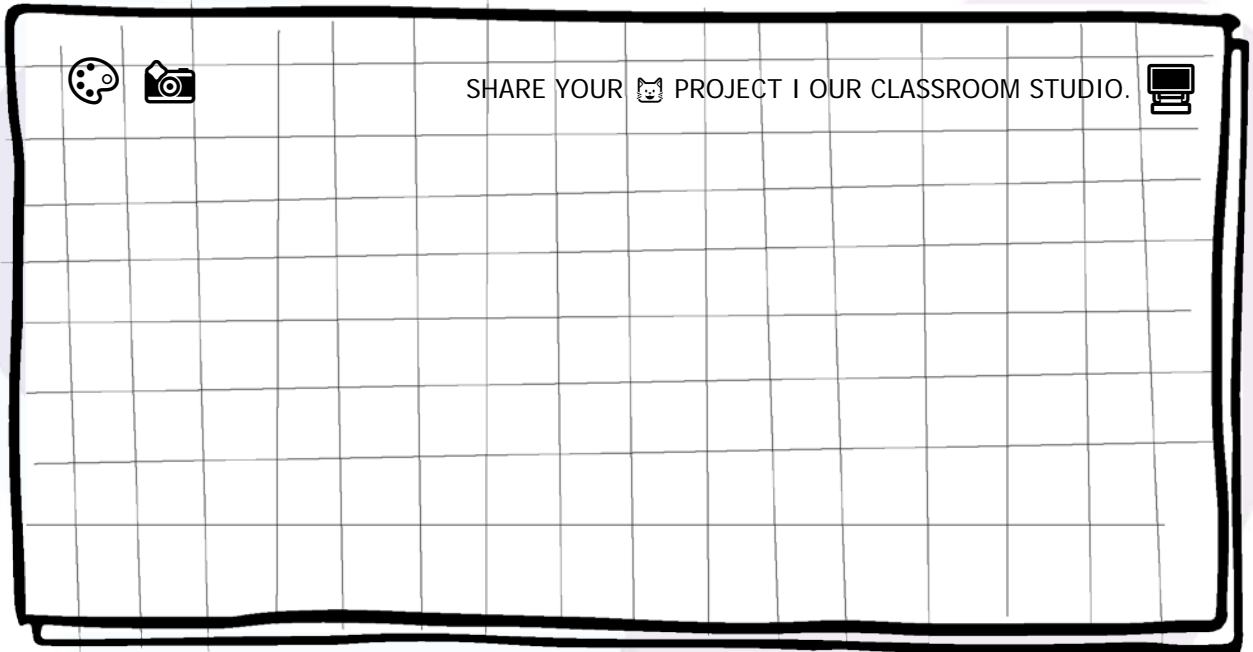Erasmus+ Programme
of the European Union

TALENT MAKER

Play and share

DRAW OR TAKE A PHOTO OF YOUR 🐱.

SHARE YOUR 🐱 PROJECT I OUR CLASSROOM STUDIO.

I SHARED MY 🐱 WITH _____

Reflect

ANSWER TO ONE OF THE FOLLOWING QUESTIONS:

1. SHARE A WORD OR EXPRESSION THAT YOU HAVE LEARNED WITH THE ACTIVITY.
2. EXPLAIN TO SOMEONE HOW YOU FOUND REPRESENTING WORDS WITH COLOURS , TEXTURE AND CODING.

How many stars will you give to your creativity? Colour them! ☆☆☆☆☆

School
Workshop

TALENT MAKER

Imagine | THINK WORDS THAT WE ASSOCIATE WITH THE 🌊 :

OCEAN MINDMAP

SHAPE   COLOURS

OCEAN (🌊)

TEXTURE   MOVEMENT

IMAGINE

REFLECT
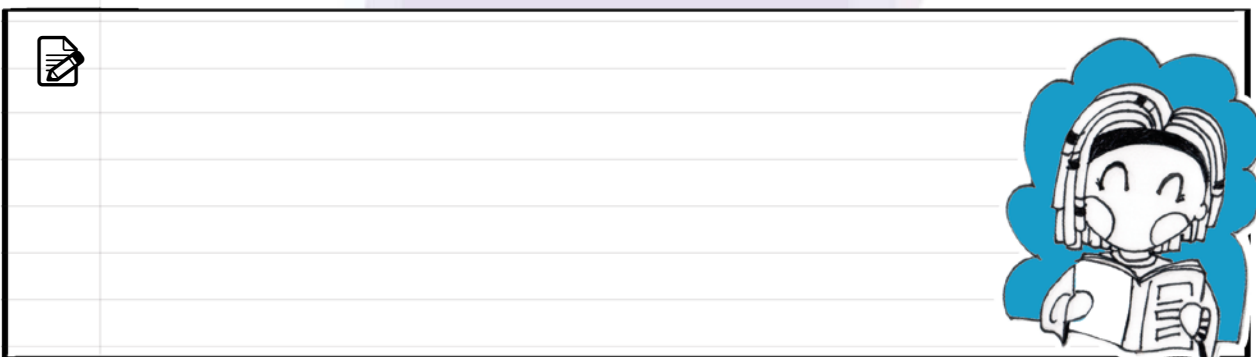
IMAGINE

CREATE

SHARE

PLAY

Reflect | ANSWER TO ONE OF THE FOLLOWING QUESTIONS:

1. SHARE A WORD OR EXPRESSION THAT YOU HAVE LEARNED WITH THE ACTIVITY.

2. EXPLAIN TO SOMEONE HOW YOU FOUND REPRESENTING WORDS WITH COLOURS, TEXTURE AND CODING (MOVEMENT, AUDIO, MUSIC, ETC.).

How many stars will you give to your creativity? Colour them! ☆☆☆☆☆