

Subject of the class scenario:

## From a graphic artist to a sculptor.

**Author:** Martyna Sianko

**Time of performance:** 60 mins

**Participants:** young people aged 13 – 15

**General goal:** The participants learn the profile of the outstanding citizen of Białystok, Alfons Karny.

### Specific goals:

#### Cognitive goals

- The participants know what makes sculpture stand out among other fields of art.
- The participants know what a sculptor's work is about.
- The participants know what drawing and graphics are.
- The participants know how a magazine is made, what kinds of magazines there are.

#### Training goal

- Participants train their perceptiveness.

#### Didactic goals

- The participants control their emotions and develop their personality traits, such as patience.
- The participants are able to work in a group.

#### Methods of work:

- mini-lecture;
- display of a film;
- performance of tasks from the worksheets;
- group work – design of a magazine.

#### Forms of work:

- individual;
- collective;
- group.

#### Teaching aids:

- film *Alfons Karny: youth – passion – art*, available on: [www.sztukabezgranic.muzeum.bialystok.pl](http://www.sztukabezgranic.muzeum.bialystok.pl);
- worksheets;
- stationery;
- art materials: Bristol paper, A4 sheets, markers, crayons, pencils, erasers.

## Course of the class:

1. The educator greets the participants and presents the subject of the meeting. He/she presents the profile of Alfons Karny, focusing on the sculptor's youth.
2. The participants watch a film about the artist's childhood and youth. On the basis of the watched material, they solve a quiz included in the worksheet.
3. The educator explains what graphics is and what makes it different from drawing. The participants solve a task from the worksheet – they match individual graphic materials and tools with relevant illustrations.
4. The educator proceeds with the following part of the class – group work. He/she divides the participants into teams of several people, the task of which would be to design their own magazine. The issues the participants should think over include: title, publication frequency, layout, format, individual sections, target group, subject matter (whether the content would be dominated by advice useful in everyday life, fun facts, humorous content, information useful in learning). Each group presents its project. Subsequently, the students vote for the most interesting proposal among the presented ones.

**Caution:** one cannot vote for a project of one's own group.

