Spolufinancováno z programu Evropské unie Erasmus+

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

Národní agentura udělila organizaci Základní škola a mateřská škola Ostrava-Hrabůvka, Krestova 36A, příspěvková organizace, Krestova 1387/36A, 700 30 Ostrava-Hrabůvka grant z finančních prostředků rozpočtu Evropské unie na projekt s názvem „Škola pro život“ v rámci programu Erasmus+, KA 1: Vzdělávací mobilita jednotlivců. Na základě inspirace z mobility Integrating Creativity and Innovation into Teaching, která byla uskutečněna na základě tohoto projektu, byla vytvořena příprava pro výuku nejazykových předmětů v anglickém jazyce

The City That Does Not Exist – Creative World Building Through Art

Written by: Lucie Fialová

Age: Grade 6-9 (ages 11–14)

Time: 6 lessons

Objectives

- develop creativity and imaginative thinking
- explore original ways of solving visual problems
- create and present an original artistic concept
- combine different artistic techniques and materials
- collaborate and communicate ideas effectively
- reflect on and explain artistic choices

Skills focus

- creative thinking
- visual literacy
- communication and presentation skills

• collaboration

• problem-solving

• self-expression

Materials required

• A2/A3 sheets of paper

• coloured paper

• markers, coloured pencils, crayons

• scissors

• glue sticks

• magazines for collage

• cardboard and recycled materials

• sticky notes

• optional tablets/computers

Lesson 1-2: Introduction and Creative Warm-up

Warm-up and discussion: What makes a city a city? What impossible things could exist?

Creativity activity: Students receive three random words and create one idea connecting them.

Planning sheet: Name of city, who lives there, transport, unusual features, problems and solutions.

Inspiration for Design Ideas

Students can use these pictures and prompts to help develop their imagination and generate **original** ideas.





Environment inspiration

Choose one unusual place:

• under the ocean
• in the clouds
• inside giant trees
• underground
• on another planet
• inside a volcano
• on the back of a giant animal
• inside a magical book

...

Creative prompts

Think about:

Buildings

- What shape are the houses?
- Are buildings floating, moving or alive?
- What unusual materials are used?

Transportation

- How do people travel?
- Do they fly, swim or teleport?
- What powers the vehicles?

Nature

- What plants and animals exist there?
- Are there unusual weather conditions?
- Does it rain something other than water?

Daily life

- What do schools look like?
- How do people communicate?
- What makes life easier or more difficult?

“What if...?” challenge cards

Students choose one or more cards:

- What if gravity worked differently?
- What if houses could move?
- What if animals could talk?
- What if trees produced light?
- What if roads floated in the air?
- What if people travelled through portals?
- What if buildings changed colour every day?
- What if weather changed every hour?

Teacher note

Encourage students not to copy existing fantasy worlds directly. The aim is to combine ideas and create something unique.

"Creativity is a skill that can be developed by everyone. It is often easier to think creatively when students are given a starting point or inspiration that helps them generate ideas."

Lesson 3-5: Creating the City

Students create an imaginary city using drawing, collage or 3D construction.

Mandatory creative challenges:

- a building without windows
- a vehicle from the future
- a living thing that normally does not exist
- one absurd element

Lesson 6: Gallery Walk and Presentation

Students present their projects and answer audience questions.

Reflection and Self-assessment

The most successful part of our project was: _____

The most difficult part was: _____

If I created another city, I would: _____

Cross-curricular links

- English – A Day in My City story
- Civics/Social studies – How people live and cooperate in the city
- Math – pupils calculate distances and areas using a selected scale (e.g. 1 cm = 100 m)
- ICT – digital city advertisement
- Geography – creating a city map and comparing it with real cities