



## LESSON 20 LEVEL A THINGS THAT GO

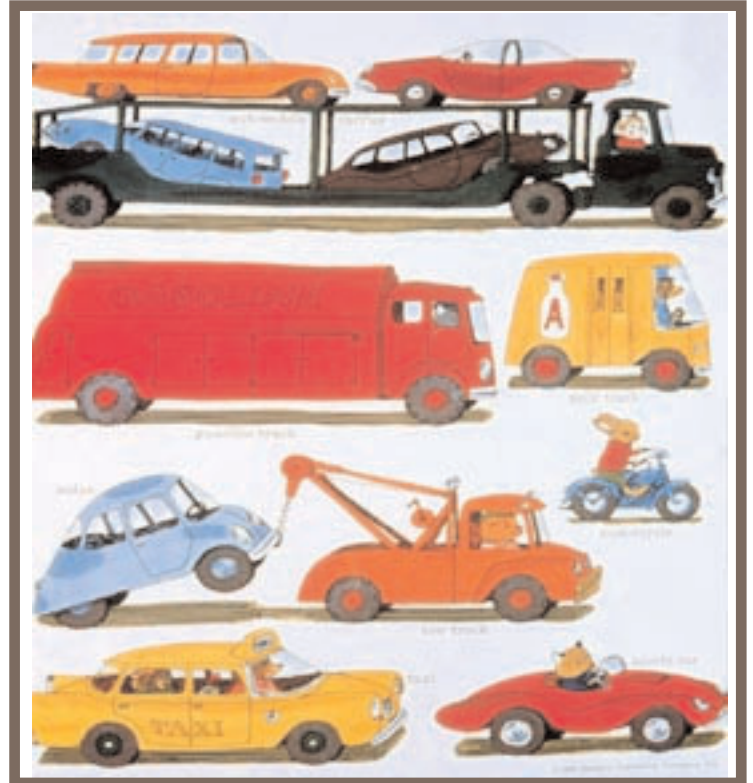
## WHEELS: Designing around "Starters"

**WHAT YOU WILL LEARN:** that artists design things we use; making a design from a starter shape

**WHAT YOU WILL NEED:** drawing paper; a pencil; crayons, markers, or oil pastels; two or more paper, cardboard or plastic circles about 5 to 7.5 cm. (2 to 3 inches) in diameter; paper fasteners



**A NOTE TO PARENTS:** Most young children draw with fluency, but some need help in starting. A shape or two fastened onto their paper may provide a point of departure for artistic imagination and thinking. Such a focus could be a scrap of yarn or string, buttons, seeds, or even a squiggly crayon line. In this lesson, the shape is cut paper circles that become movable wheels when fastened where the child chooses. Make more wheels available, larger or smaller, for trains or trucks.



Richard Scarry Cars and Trucks and Things that Go

**GETTING STARTED:** A vehicle (vee' uh cul) is a thing that moves people or goods (things to sell) from one place to another. These are things like a car, a bus, an airplane or a tricycle. How many vehicles with wheels can you think of? What is the smallest one you know? The largest? What shapes are used?

Every one of them was once just an idea in someone's head. A special artist thought of the shapes and colors to use. Then he or she made a drawing of the design that was made. The drawing was made into the real things in factories. New designs may be needed for new materials and ways of making things. You can pretend to be the artist designer. What new ideas could there be for bikes, wagons, cars, scooters, cement trucks, trains, baby strollers, etc.? Your vehicle design should be brand-new, never seen before!



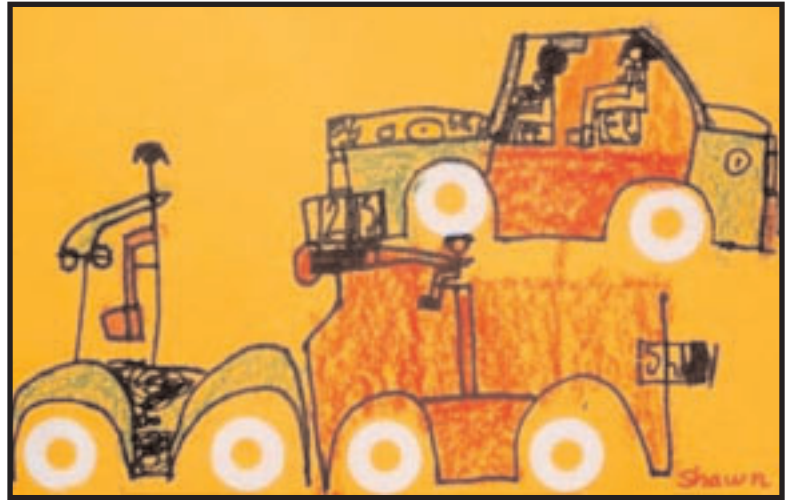
1. Decide what kind of vehicle you are going to design first.
2. Place the “wheels” on your paper. Move them around until they are where you want them. Leave room to draw your vehicle around them.

3. Sketch the vehicle lightly with pencil. When the lines seem right, you will need help from an older person. That person should punch a hole in the center of each wheel, through the drawing paper. Attach the wheels to the paper with a brass paper fastener.



4. Color the vehicle. Is your vehicle one color? Two? Three?

5. Be sure to put in the small parts that make your vehicle special.



Shawn Age 6

**CLEAN UP:** Put everything away where it belongs. Save extra wheels in an envelope for the next time you want to draw a vehicle.



Ruth Age 6

**TALK ABOUT IT:** Will the wheels move, with a little help? Tell about the new and unusual features of the vehicle you designed. Could you give it a name? Can you imagine your drawing as a real vehicle? Would the real vehicle have more wheels than its picture shows?

**CONNECTIONS:** 1. Talk about the different kinds of transportation that various vehicles provide. How many can you name? How could people travel without wheels? How do cowboys travel? How do goods get to an oasis in a desert or to the North Pole? What kinds of vehicles are in the books you read?

2. Look at picture books about cars, trucks, planes and trains. Can you find “old-fashioned” wheeled vehicles such as stage coaches and royal carriages?

3. Do you know the book, “The Little Engine That Could”? Read “Chitty Chitty Bang Bang” by Ian Fleming.