The Maker’s Workshop

*Art Track 3*

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| **summary:** | Sometimes campers don’t get engaged in activities in the art room because they don’t feel artistic, but in this session we will tap into campers’ natural curiosity and creativity and turn the art room into a Maker’s Workshop.- *Submitted by* *Daniel Abramson* |
| **Topic(s):** | Science and Technology, Team Building, Games, Visual Art |
| **Learning Objective:** | Participants will understand how to make creative art programs that are interesting to campers who don’t like traditional arts and crafts programs. |
| **Audience:** | Groups of about 15 campers of any age |
| **TIMING:** | 90 minutes |
| **AppendiCes:** | Certificate of achievement blanks |
| **Materials Needed:** | Tools:Dowel cutter or Japanese style handsawExacto knivesHammer, nails, drill, screws, duct tape, and other various toolsGlue gun, glue sticksScissorsSupplies:Wooden dowelsStringCard wheelsAluminum foilPipe-cleanersPopsicle sticksElastic bandsCardboard gussetsPlastic toy animals (smallest available)Found recyclable objects like plastic water bottles, milk cartons, egg cartons, etc.\*\*\*Materials listed here are suggestions. You can use almost any available materials. |
| **Set-UP DETAILS:** | You will need a space with lots of room, to glue, cut, hammer, build, and test inventions. There must be adequate table space and electrical outlets accessible. |

**Session Timeline & Outline:**

**Introduction - 5 minutes**

Campers watch the counsellor dramatize the moment when God tells Noah about the flood and instructs him to build an ark. The problem is that our “Camp Noah” doesn’t know how to build the ark!!! The campers are asked to use their creativity and the materials that are available in order to make prototypes of an ark to help Noah. “Noah” explains that there will be a great competition to see whose design with hold the most animals!

“Noah” will show the campers the materials that are available to build with and will offer his help to cut, saw, or glue for any campers that need the help.

**Building – 50 Minutes**

Campers will have 40 minutes to build an ark from the materials provided. Counsellors should offer help where needed, and give advice when problems arise, but for the most part campers should try to enjoy as much of the problem-solving work as possible.

**Testing the Arks – 15 minutes**

Each boat is placed in the water, and plastic animals are added one at a time while a tally of the total animals is kept. The boat that holds the most animals will receive an award for the most buoyant boat.

**Awards Ceremony – 15 minutes**

Ostensibly, the objective is to build a boat that will support the most animals. However, the facilitator should create as many awards that celebrate different creative approaches as possible for the final awards ceremony. The idea is to find as many positive attributes that can be celebrated as possible.

Examples of awards might include:

* Most creative animal protection idea
* Best collaboration in design
* Most suitable/diverse habitat spaces
* Most environmentally sustainable design/best use of recycled materials
* Most helpful ark builders
* Loudest laughs generated while building

Further, campers can suggest their own awards that might be given out. The facilitator will complete the blank award certificates as the program comes to the end so that campers can leave with their certificates.

**Additional Notes for Bringing it Back to Camp:**

This program is designed to engage older campers by presenting them with authentic, competitive, fun challenges. Older campers may respond better to using wood, saws, screws, and other permanent materials, while other campers may be excited to use milk cartons, duct tape, and recycled water bottles.

Challenges can be modified, like building the Tower of Babel to see who can make the tallest tower. Or creating the sturdiest basket for Moses’ journey down the Nile.

This specific challenge, building an ark to save the animals, can also be used as a stepping stone into a larger discussion about the role of people and science and technology on preserving the environment. Campers might discuss what current environmental challenges might be similar to the flood, and they can discuss our responsibilities as global citizens to protect the earth and wildlife. Campers can consider what real actions they might take to protect the planet today as they seek to understand why Noah was determined to preserve species in biblical times.