**1. Vehicle**

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| **Project** Design A Vehicle: Car, Boat, Plane Space Ship… |
| **Materials: SMALL** Paper, Pencil 🡪 Color OR Shading  Coloring Material Options:  Outline w/ Sharpies 🡪 Crayons, Colored Pencil, Markers  Graphite Pencils for Texture & Value |
| **Inspiration:** Observe vehicles Outside &/or Visual Library |
| **Directions:**  1. Take your time and work **S L O W L Y**  2. Choose a Vehicle with interesting **PERSPECTIVE**  3. Try to add **SHADING** & **TEXTURE**  4. When observing, look **CLOSELY** and draw exactly  what you see. |

**Turning STEM 🡪 STEAM Cross-curricular connections**

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| Science | Technology | Engineering | Art | Math |
| - Consider, Imagine, and Explore various vehicles that can possibly be created in our future.  - Think about vehicles that can move on land, in the air, under the sea, and hybrid vehicles. | - Research  on-line, various creative vehicles and methods of transportation. | - Create a vehicle model out of found objects | Design a fantasy vehicle | Geometric Shapes  Shape 🡪 Form |



