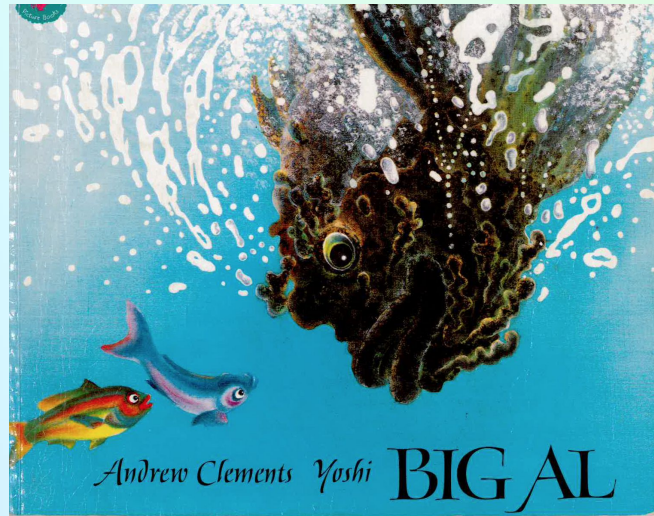


Make a Pal for Big Al

STEAM Program:
Ocean Institute &
Laguna Art Museum



The Ocean Institute and the Laguna Art Museum have been working with LBUSD in piloting a STEAM program to incorporate an art activity as one of the work stations for 2nd grade students.

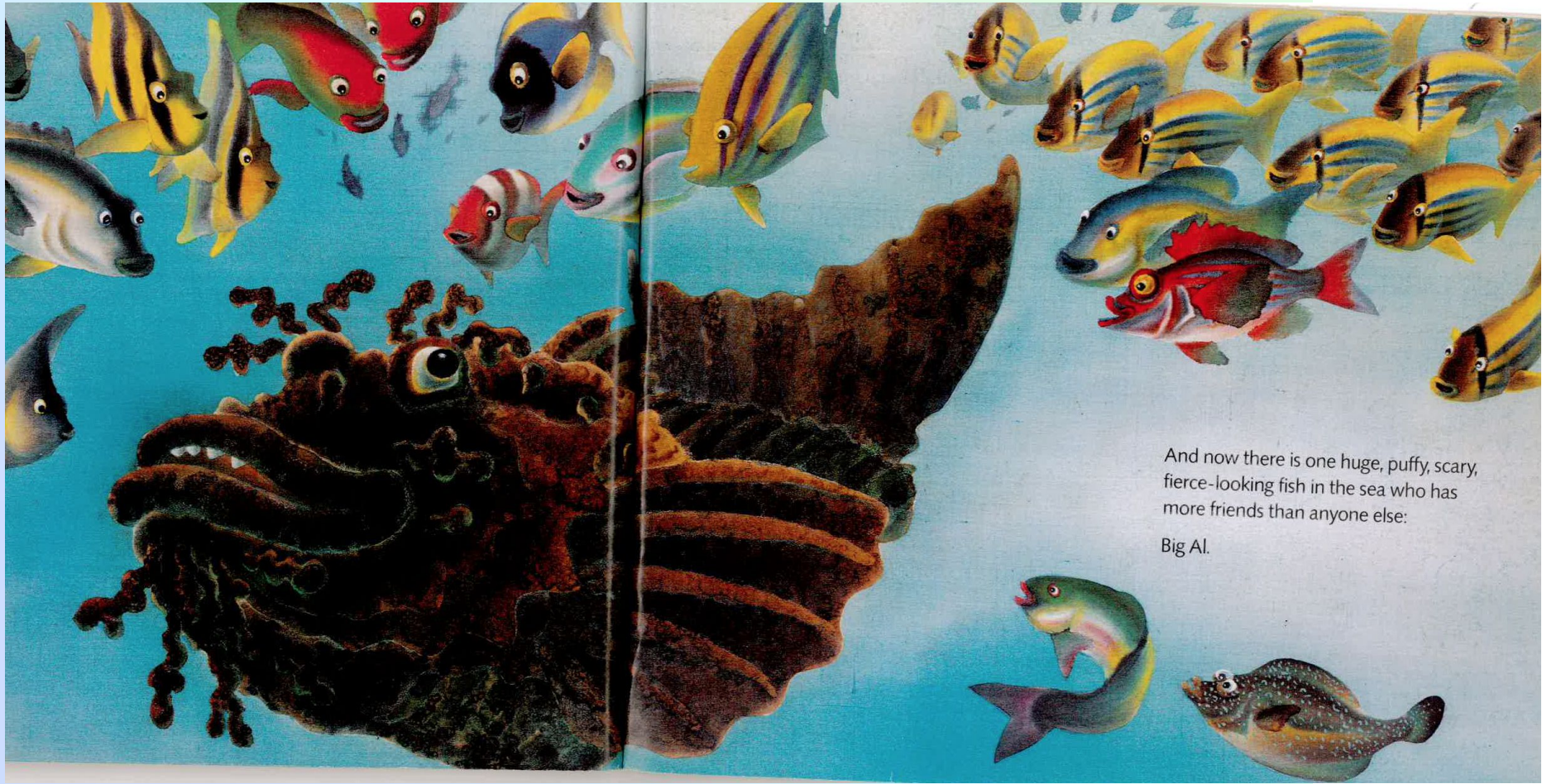




Then he thought that if he puffed himself up round, the other fish would laugh, and see how clever and silly he could be.

All they saw was how BIG he could be, and they steered clear.

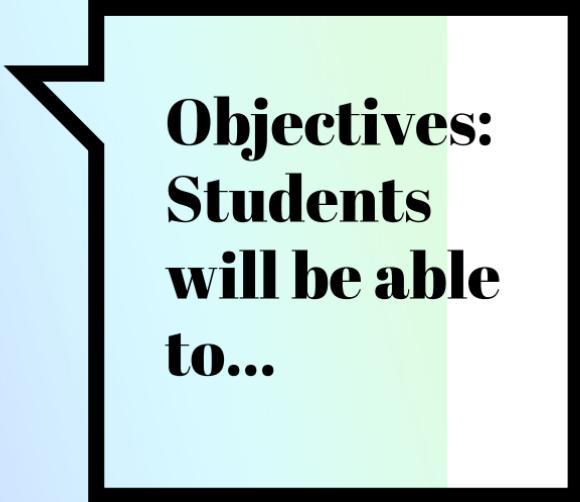




And now there is one huge, puffy, scary,
fierce-looking fish in the sea who has
more friends than anyone else:

Big Al.

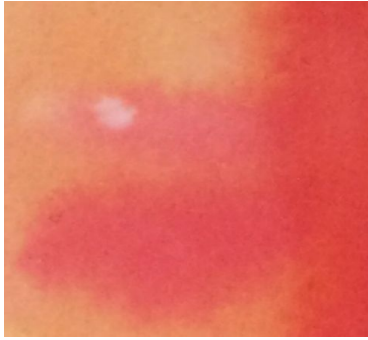
“ Big Al is a scary-looking fish, and all the fish are afraid of his scales and teeth. One day a fishing net captures all the other fish, but Big Al gets a chance to prove what a wonderful friend he can be!”



Objectives:
Students
will be able
to...

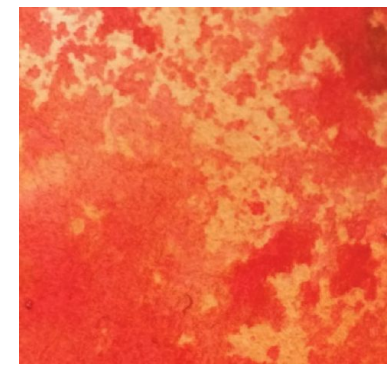
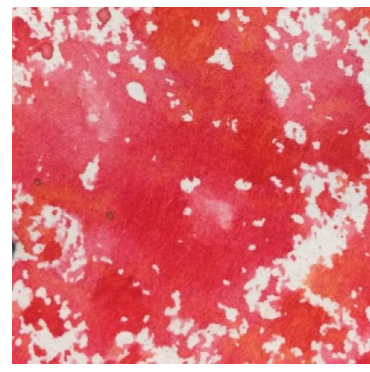
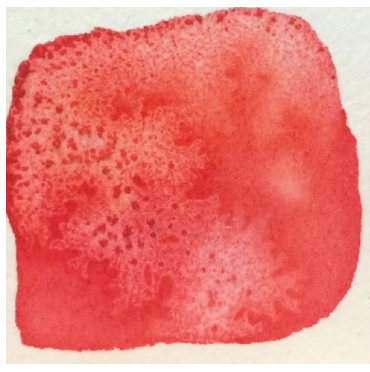
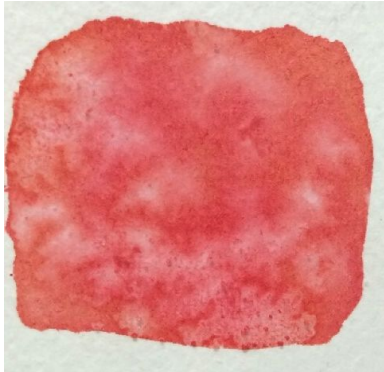
Create the illusion of texture using various watercolor painting techniques and correctly match the textures with the ones found on different sea animals.

Demonstrate their understanding of the differences in textures found on sea animals and how these relate to the animal's adaptation strategies.



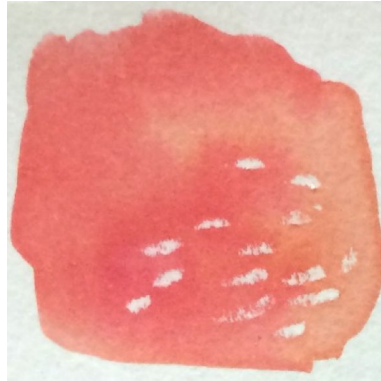
Wet-on-wet (wet paint on wet paint)

Wet-on-dry (wet paint on dry paint)



Salt on watercolor

Sponge



Oil Pastel/Crayon resist



Vocabulary

- ▣ Texture (as an element of art)
- ▣ Actual texture vs. implied texture

What texture does your sea animal have?



Rough

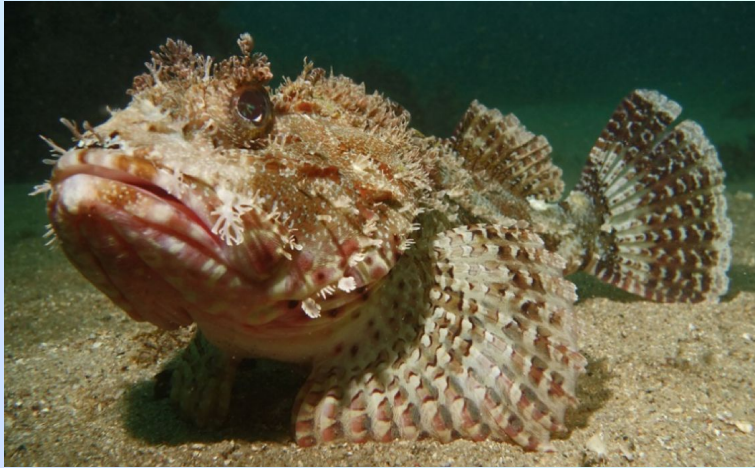


Scaled



Smooth

What kind of texture does Big Al Have?



- **What texture are you creating?**
- **Why did you choose to give this sea animal that texture?**



- **After your sea creature is completely dry, add two googly eyes using glue dots and place your fish on the board.**



**How do you think this texture
helps your sea animal survive
in its habitat?**

