

Clay Design

This is an activity that encourages teamwork, taking turns and making decisions.

Materials:

- Coloured modeling clay.
- A whistle.

How:

Everyone is given a different colour of modeling clay

The link teacher calls out an object or scene: e.g. a pig, lighthouse, sunflower etc.

On the “go” signal the first person begins to build. When the whistle blows they must pass it on to the next person who then continues to build with their (different-coloured) clay.

When the teacher says “Stop” the sculpture is set down so that everyone can see the end result, and make up a story about it if they want.

This can be done as many times as wanted, and the teacher can blow their whistle as many times as they wish at any intervals.

Discussion points:

- How did it feel if someone got longer to create the sculpture?
- Did it make it easier to work as a team or harder having someone controlling what or how long you can input?
- Would it be easier to work as an individual on an individual sculpture?
- Did anyone try to take control by calling out instructions?

Adaptations:

Allow the first person to decide what the sculpture is going to be without telling the rest of the group and see if the end sculpture resembles the original ideas.

This can be used to highlight what happens if school councils don't discuss projects properly before they start.

Have a large piece of paper where each person has a turn (on the whistle) to add to the piece of art and see if it ends up looking like the original request or idea.