



# Neighborhood: Create

## GENERAL INFORMATION

**Date/Week of Activity:** Week 2

**Age Group:** Trailblazers: Judah-Zebulon

**Location:** Create Cabin or the benches outside

**Mensch Daily VALUE:** Curiosity, Creativity

**Twelve Trails Day-of the-Week VALUE:** Welcoming guests

**Neighborhood Weekly THEME:** Superhero

**Activity Overview:** Campers will create graffiti tags on paper with sharpie of their own hero or villain identities.

**Objectives:** Creating graffiti tags and learning a new style of writing and art as well as a fully fleshed out character based on the created tags.

**Skill Goals:** Making logos out of letters and names into logos that are repeatable and rememberable. What is a character sheet and how can we take a character's logo and turn it into a person with a detailed costume and characteristics?

**Value Goals:** Focusing on superheroes and what makes their logos so successful and meeting each other welcoming their different personalities and the different characteristics that make up their heroes or villains.

**Teachable Opportunities:** What do the characters say about our own identities? How can we use graffiti as a way of expression without vandalizing buildings and private property?

**SUPPLIES NEEDED:** sharpies, white paper, clipboards, pencils and erasers

<b><u>ACTIVITY OUTLINE*</u></b>	<b><u>TEACHING/COACHING POINTS</u></b>
<p>Introduction and Warm Up: 5-10 minutes Days 1 and 2</p> <p>Go around and say a word that describes how they are feeling in order to relax before starting the class.</p> <p>Introduce lesson and show a demonstration of the project.</p>	<p><i>How do you plan to incorporate the values and themes into the introduction?</i></p> <p>The Neighborhood theme of superheroes will be present as campers will create graffiti tags of their own superhero or villain identities and create their own backgrounds. They will use their creativity to come up with a whole world for their character.</p>
<p>Main Game/Activity (include rain plan if necessary): Days 1 and 2: 35-40 minutes Day 1:</p>	

<p>Campers will create superhero graffiti tags of their own making creating their own characters secret identities and making back stories for their designs that they will then share out to the group at the end.</p> <p>Day 2: Campers will work on creating a character drawing based off the graffiti logo they worked on the day before and flesh out the powers and design learning how to create character sheets.</p>	
<p>Closing Cool Down &amp; Reflection: 5-10 minutes Days 1 and 2: Go around and say one word reflecting on how you feel now that the activity has been completed. Have campers share out their creations and stories.</p>	<p><i>How can you reinforce the C12T and Neighborhood themes in your reflection?</i> Go over superheroes and villains and what makes them so rememberable (the logos or graffiti tags). What inspired them to pick them a hero or villain or perhaps an anti-villain what were they curious about.</p>

\*Include time breakdown for each section of the activity outline



# Neighborhood Lesson Plan Assessment

## Assessment

<b>Successes:</b>	<b>Things to Improve:</b>
<b>Values: How well were you able to connect the camp values, and story of the week, with this lesson?</b>	<b>Please give an example of when you did this – who, when, what, why, and what was the campers' reaction?</b>