**TITLE:** Athletes in Motion Day 3

**GRADE:** 3

**MATERIALS:** paper, pencils, athlete illustrations, heavy black markers, thin markers, colorful markers

**TIME:** 40 minutes

**OBJECTIVES:**

-Students will outline athlete drawing with a thin black line and add a different pattern to everything but their skin.

-Students will use a heavy marker to put a thick line around the outside edge of the athlete.

Students use colorful markers to color in the athletes.

**VOCABULARY:**

Gesture drawing

**PROCEDURE:**

**Introduction (Anticipatory Set/Pre-assessment):**

Students will review definition of gesture drawing. Introduce objectives.

**Demonstration/Modeling Behavior:**

At demo table, teacher will demonstrate the next steps using examples.

**Check for Understanding/Guided Practice:**

Show examples of artwork that is done incorrectly (circles and ovals that have been traced with the black marker rather than erased, etc.) Students should identify what is wrong with the examples. Think of the circles and ovals to the skeleton, and students need to add the muscles, skin and clothing on top of this layer and then erase the skeleton.

**Independent Practice:**

Students will work independently while teacher monitors progress.

**Student Engagement/ Self Monitoring:**

Ask yourself: Am I focused? Am I drawing the muscles, skin, and clothing around the athlete’s skeleton? Am I only tracing the realistic details with the black marker, and not the skeleton?

**Assessment/Closure/Clean up:**

Review objectives and table helpers clean up.

Daily participation grade is based on effort and citizenship.