### PROGRAM 3

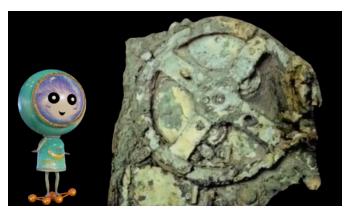
# Measuring time $(1 \times 2 \text{ hour session})$

### Concept

Students will be designing a unique clock system that will be able to function for all periods of time. They will gain a better understanding of how time has been measured over the course of human history, particularly on how seasons, years, months, days cycle. Ancient societies have used the concept of cycles to create the tools capable of measuring time logically and creatively, such as the clock.

## **Learning Outcomes**

- 1. Understanding the concept of cyclicality within time and matter.
- 2. Learning how ancient societies from different cultures made inventions to measure time.
- 3. Gaining design sensibility and rational thinking through arts and mechanical systems.



https://www.youtube.com/watch?v=MEXuPA6p4RI



#### **VAES 1.1:**

- Make drawings and paintings about things and people that interest them and their experiences

#### VAS1.1

- Create artworks in a particular way about their experiences of real and imaginary things
- Study the practice of artists and think about how they can work in similar ways to artists

#### VAS2.1 & 2.2

- Use forms to suggest qualities of subject matter

#### VAS 3.1, 3.2, 3.4

- Investigate subject matter in an attempt to represent likeness of things in the world
- Make artworks for different audiences, designing their artworks in a variety of ways
- Communicate about how their portraits are represented in artworks and how artists represent themselves in different ways in their practice

#### **Mathematics**

MAe-6NA Groups, shares and counts collections of objects, describe using everyday language and records using informal methods

MA3-1WM Describes and represents mathematical situations in a variety

of ways using mathematical terminology and some conventions

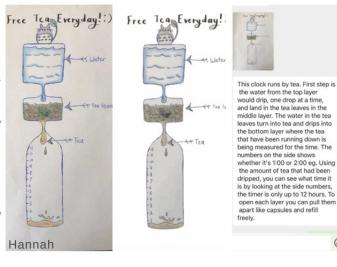
**MA3-14MG** Identifies three-dimensional objects, including prisms and pyramids, on the basis of their properties, and visualises, sketches, and constructs them given drawings of different views

#### History

**HT1-3** Describes the effects of changing technology on people's lives over time

HT2-2 Describes and explains how significant individuals, groups and events contributed to changes in the local community over time





### **Program cost**

\$10+GST per student per lesson (Free) Starry Arts Online GIF maker (Free) Starry Arts Motion Capture app

## **Materials & Pricing**

Schools can provide their own materials or they can purchase from us.

Packaged materials for each 30 students material fee:

\$120+gst 30 students package

- 1 x Acrylic premium set of 75ml 7 colours
- 1 x Global 250ml paints set
  - 2 white
  - 1 black
  - 1 cool red
  - 1 cool blue
  - 1 cool yellow
- 30 x 23cm Reusable paper plates with palette stickers
- 30 x HB pencils
- 30 x Brush kit
- 30 x Black marker pen
- 1 x Cleaning cloth roll
- 30 x A4 Painting Cardboard

























## **Additionally:**

(Free) Starry Arts Online GIF maker (Free) Starry Arts Motion Capture app