

Lesson Plan

Alt 66 Art Exhibition

Grades: 7-8

Subjects: Visual Arts

Time required: One class period

Creator: Madelyn Duran

Introduction

Our upcoming exhibition *Alt* 66 invites you and your students on an unexpected and unique journey through Route 66. Your class will experience 15 immersive art installations that highlight the overlooked, unseen, or forgotten roots of this cultural phenomenon.

Lesson Overview

- Give students basic knowledge of Route 66
- Understand themes related to topic
- Reflect on personal experiences with Route 66

Focus: Arts Impact on culture and artist intent

In Class Powerpoint Resources

Powerpoint

https://docs.google.com/presentation/d/1v4Bij2ZO9jRUswdJQQ45-8lLtsJcYJrcA35MhyhCPA0/edit?usp=sharing

Cars Link

https://youtu.be/b1w6oUDd3lc

Chevrolet Advertisement

https://youtu.be/0 ZlkgHMXvc



Slides and Ideas for Discussion

Slide 1:

What is Route 66 known for?

- Have the class think about what they know about Route 66 and discuss it/share their ideas
- Allow them to share any experiences that they have had with Route 66 (if any)

Slide 2:

Diners

- Show them photos of Diners.
- Ask if any of them have ate in a Diner like the ones shown on the powerpoint
- Burgers and Coke have been a symbol of America and of Route 66
- What is your favorite thing to eat?

Slide 3:

Chevrolet Cars

- Chevrolet used Route 66 as a way to market their product
- They explained that the elegance of the Chevrolet car provided comfort to the family during long trips on Route 66
- Show the advertisement that is given by clicking on the link

Slide 4:

The Movie Cars

- Route 66 has been given much more recognition through Cars
- Touches on the neon lighting that Route 66 is known for along with the Route 66 themed stores
- Show the clip from Cars that is given by clicking the link



Slide 6:

How does this apply to Alt. Route 66

- Now that we have had a taste of what Route 66 is known for, we have some context to what Alt 66 will achieve
- Millard Sheets Art Center will allow us to take an immersive journey through the other side of Route 66

Fairkids Activity

This activity will be facilitated by our volunteers onsite in our art studios at the end of your visit to the exhibition.

Layout:

- Tables with items from the exhibition
- Students will circle the table in small groups
- Students will be asked to sit at the tables to begin the activity.

Directions:

Students will line up against the perimeter of the room and will be broken into groups of 5-10 (preferably 8). When they are in their groups, they will be assigned a table. Once they are at a table, they will begin to touch/smell the objects:

- Metal Phoebe Beasley, Megan Kinney, Bill Page
- Seeds and succulents Seth Pringle
- Fabric Madi Arnault
- Sand Erin N. Adams

Students can pass items to a neighbor to allow all students to touch each object. After touching all items, students will take a seat at their tables to begin the hands-on part of the activity.

Discussion:



Chose a favorite item and discuss with a neighbor why they chose it.

Art Project:

Draw/ Write/ Act/ Tell what you see when you smell or touch the items. (Teacher can decide to only do one activity or all 5 at different tables)

Table 1: Draw a memory you thought of when smelling roses.

Table 2: Write and describe what emotion your received when touching the seeds and succulents.

Table 3: Tell the class about any memory you thought of when you touched the fabric.

Table 4: Act out a memory you thought of when touching the sand

Table 5: Describe the feeling you received when touching metal and describe any memories you had.

California Department of Education Standards

Grades Seventh - Eighth

Analyze Art Elements and Principles of Design

1.3. 1.4.

Make Informed Judgments

4.3

Communication and Expression Through Original Works of Art 2.3, 2.4, 2.5, 2.6, 2.7

Diversity of the Visual Arts 3.3, 3.4

Derive Meaning 4.1, 4.2, 4.3

Visual Literacy

5.3



See

https://docs.google.com/document/d/1eSmDA98wLIW2XqcZfiejNDWA_YYNT6HWEkH 4R6gTtj0/edit?usp=sharing for a full list of standards and their descriptions used in creating this program.