

Creative Color-Mixing: The Splat Monster Lab!

Materials Needed:

- Heavy white paper or cardstock (at least 2-3 sheets)
- Washable tempera or acrylic paint in primary colors: Red, Yellow, and Blue
- A small palette, paper plate, or piece of cardboard for mixing paint
- A paintbrush or craft stick for mixing
- A black fine-tip marker or pen
- Optional: Googly eyes, craft feathers, yarn, or other collage materials
- Paper towels for cleanup
- A smock or old t-shirt to protect clothing

Lesson Plan Details

1. Learning Objectives

- The student will identify the three primary colors (red, yellow, blue).
- The student will demonstrate how to mix primary colors to create the three secondary colors (orange, green, purple).
- The student will apply color-mixing skills and imagination to create a unique "Splat Monster" artwork from an abstract paint blot.

2. Curriculum Connection (National Core Arts Standards)

- **Creating:** Conceiving and developing new artistic ideas and work. (Anchor Standard #1)
- **Creating:** Organizing and developing artistic ideas and work. (Anchor Standard #2)
- **Responding:** Perceiving and analyzing artistic work. (Anchor Standard #7)

3. Instructional Strategies & Activities

Part 1: The Spark - A Colorful Mystery (5 minutes)

Start with a simple discussion to engage the student's curiosity.

1. Ask the student: "If you only had red, yellow, and blue crayons, how could you make the color green for the grass in a picture? What about orange for a sunset or purple for a grape?"
2. Introduce the idea that red, yellow, and blue are "superhero" colors called **primary colors**. They are special because you can't make them by mixing other colors, but they can be mixed to make almost every other color!

Part 2: The Color Lab - Mixing Potions (10 minutes)

This is a hands-on discovery phase. Guide the student as they mix the colors themselves.

1. On the palette or paper plate, place a small dab of red, yellow, and blue paint, leaving space between them.
2. **First Potion (Orange):** Ask the student to predict what will happen when they mix red and yellow. Have them use the paintbrush to mix a small amount of red and yellow together. They will discover it makes orange!
3. **Second Potion (Green):** Clean the brush. Ask for their prediction for mixing yellow and blue.

Let them mix the colors to create green.

4. **Third Potion (Purple):** Clean the brush. Ask for their prediction for mixing blue and red. Let them mix to create purple.
5. Explain that orange, green, and purple are called **secondary colors** because they are made from the primary colors.

Part 3: The Monster Mash-Up - Creation Time! (20 minutes)

This is the main event where the student applies their knowledge to create something unique.

1. Take a clean sheet of heavy paper and fold it in half, then open it back up.
2. Have the student choose two primary colors they want to use for their first monster (e.g., yellow and blue).
3. Guide them to drop a few small blobs of each chosen color onto one side of the folded crease. Don't let them mix it yet!
4. Carefully fold the clean half of the paper over the paint blobs. Gently press and smooth the paper with their hands.
5. Ask, "What do you think is happening to the colors inside?"
6. Slowly open the paper to reveal a symmetrical "splat!" The two colors will have mixed in the middle to create a secondary color.
7. Set the first splat aside to dry a bit. Repeat the process on another sheet of paper with a different combination of primary colors.
8. Once the paint is dry (or mostly dry), give the student the black marker. Say, "Look at your splat. What kind of monster do you see? Does it have one eye or ten? Long legs or wings?"
9. Encourage them to draw eyes, mouths, arms, legs, antennae, or horns to bring their monster to life.
10. Optional: Use googly eyes, yarn for hair, or feathers for wings to add texture and detail.

Part 4: Creature Feature - Show & Tell (5 minutes)

This is the closure and reflection part of the lesson.

- Ask the student to present their favorite monster.
- Prompt them with questions to encourage reflection:
 - "What is your monster's name?"
 - "What colors did you use to make this monster?"
 - "What secondary color did they create?"
 - "Tell me about your monster's personality. Is it happy, shy, or silly?"
- Display the finished Splat Monsters proudly!

5. Differentiation and Inclusivity

- **For Extra Support:** Pre-mix one of the secondary colors so the student can focus on just one new mix. Use a simple color wheel diagram as a visual aid they can point to. Focus more on the creative drawing part if the mixing is overwhelming.
- **For an Advanced Challenge:** Encourage the student to experiment with creating tertiary colors (mixing a primary and a secondary, like red-orange or blue-green). Challenge them to write a short story or description about their monster's world and what it likes to eat. They could also create a background/habitat for their monster using the colors they learned about.

6. Assessment Methods

- **Formative (during the lesson):** Observe the student during the color-mixing stage. Can they correctly identify the primary colors? Are they able to successfully mix the secondary colors? Listen to their predictions and explanations.
- **Summative (end of lesson):** The finished Splat Monster artwork serves as the primary

assessment of creativity and application. The student's answers during the "Creature Feature" show-and-tell will demonstrate their understanding of the color theory concepts in their own words.