

December Week #1

THE NAME OF JESUS

GRADE 1

OBJECTIVES STUDENTS WILL

- achieve theme objectives;
- create a design with the name “Jesus,” practicing tracing and coloring accurately.

I JOHN 3:23
and COLOSSIANS 3:17

VOCABULARY

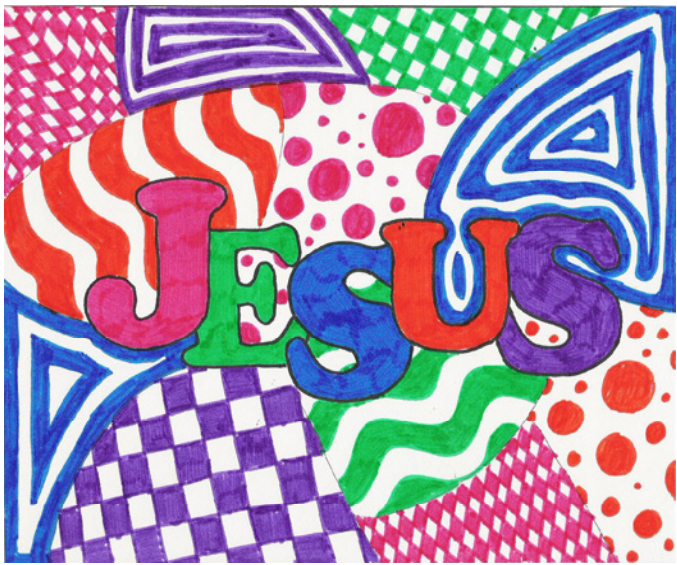
• origin	• inheritance
• profession	• skill
• personality	• character
• Greek	• Hebrew
• pattern	• arc
• Yeshua/Joshua	• Jehovah

TEACHER PREP

- Trim white drawing paper to 8.5"x11" to fit through a copier. Copy Jesus name pattern.

MOTIVATION & FOCUS

- Present and discuss the art history image(s) recommended in the Weekly Theme.
- Present Weekly Theme information.
- Demonstrate by drawing on the board a rectangle to represent a sheet of paper.
- Draw the Name of Jesus in the middle.
- Show students how to divide the space with arcs radiating from the name.
- Some of those spaces may be divided by more arcs.
- Draw some examples of patterns (stripes, checks, waves, rhombi, crooked lines, dots, inside contour lines, etc).
- Demonstrate how to color checks.
- Tell students they will be creating a design with pattern using the name “Jesus.”



MATERIALS

- Jesus name pattern on white drawing paper
- pencils
- colored markers
- erasers
- images listed in this week’s theme

ACTIVITY

- Distribute patterns and colored markers.
- With black trace the name “Jesus.” Students will not be using black again.
- Color each letter a different color.
- With pencil, divide the rest of the paper into sections with arc lines.
- Watch to see that students do not use too many arcs. One or two of the largest sections may be divided.
- Do not trace the pencil arcs with marker.
- Using colored markers, decorate each section with patterns. The only solid color areas will be the letters.
- Use only one color in each space, leaving white paper as a unifying principle. The white areas from each section will touch.
- Do not repeat the same colors next to each other.
- **OPTION:** If the students have not used yellow in their design, as in the example above, they may fill the white areas with yellow for unity.

Remember to use one of the evaluation tools.