



eva

ELEMENTARY VISUAL ARTS

Park City Education Foundation • Kimball Art Center

LESSON

4

**Alex Calder
3D Kinetic Sculpture**

LESSON OVERVIEW

Alex Calder, founder of the mobile, creates 3-dimensional, kinetic and expressionistic sculptures. Students will learn about this artist and his work. They will create a sculpture that expresses elements of art, demonstrates balance, weight distribution, composition and can stand alone in the style of Calder.

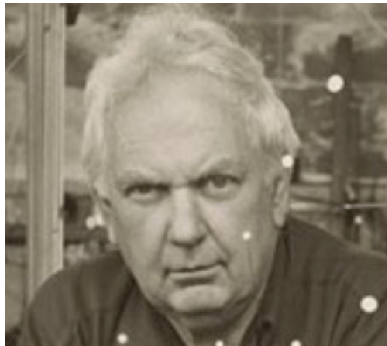
INSTRUCTIONAL OBJECTIVES

- Learn about Alex Calder and his work.
- Learn about 3D art that is kinetic and expressionistic.
- Learn about balance and composition.
- Create a 3D art piece in the style of Calder.

SUPPLIES

- Teachers choice of medium i.e. paint, markers, colored pencils etc.
- Precut cardboard shapes.
- Brushes and pencils.
- Scissors.
- Images of Calder's work as well as that of Calder inspired student work.

ALEX CALDER

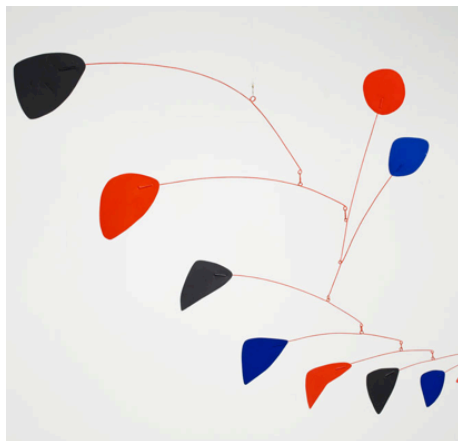
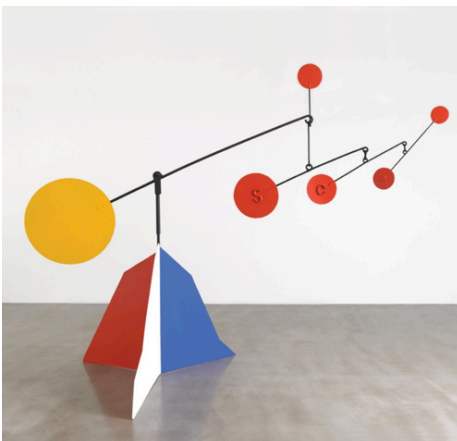


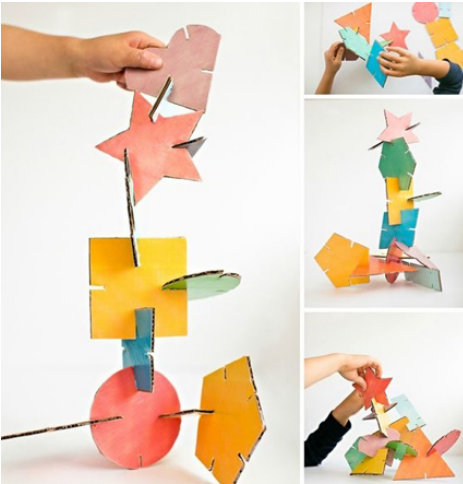
Alexander Calder (August 22, 1898 - November 11, 1976) was an American sculptor known as the originator of the mobile, a type of moving sculpture made with delicately balanced or suspended shapes that move in response to touch or air currents. Born into a long line of sculptors, Calder's interests initially led to mechanical engineering and applied kinetics. Later he joined the influential Abstraction-Creation group and focused on finding a way to make abstract color move through space. A year later he exhibited his first abstract wire works and produced his initial, groundbreaking mechanized sculptures, pioneering kinetic art. Calder is best known for his sculptures showcasing kinetic energy and expressionistic art. [Learn More](#)



LESSON PLAN

1. Introduce the students to Alex Calder and his work. Show through examples his 3D kinetic and expressive work. You can discuss elements of art found in his sculptures. Notice how he explores balance and composition. Tell students that they are going to create stand alone balanced 3D sculptures in the style of Calder.
2. Students will each have at least ten pieces of precut cardboard shapes with slits on sides of the cardboard. They may select from a variety of mediums provided to decorate, color and design their cardboard pieces on one or both sides.
3. Students will join the cardboard shapes by connecting the slits to create the sculpture of their own design.
4. The goal is to have each sculpture stand on its own while sustaining a unique shape/form.
5. When finished, share the artworks and ask students to talk about their process of creating 3D artwork.





KEY IDEAS THAT CONNECT TO VISUAL ARTS CORE CURRICULUM:

Based on Utah State Visual Arts Core Curriculum Requirements (3rd Grade) Click on links to see more.

[Standard 3.V.CR.1](#)

[Standard 3.V.R.1](#)

[Standard 3.V.CR.2](#)

[Standard 3.V.R.2](#)

[Standard 3.V.CR.3](#)

[Standard 3.V.R.3](#)

[Standard 3.V.P.1](#)



Calder inspired student samples.

ADDITIONAL REFERENCES

Click on links to learn more.

- <http://www.theartstory.org/artist-calder-alexander.htm>
- <http://www.theartstory.org/artist-calder-alexander.htm>
- <https://en.wikipedia.org/wiki/Expressionism>
- <http://?www.theartstory.org/artist-calder-alexander.htm/>
- <http://idaaf.com/monday-inspiration-alexander-calder/>
- <https://howcreativeswork.com/2013/12/04/alexander-calder/>
- <http://eastwest.eu/it/cultura/arte-e-architettura/l-arte-in-movimento-calder-e-klée-in-mostra-al-museo-berggruen-di-berlino>
- <https://www.pinterest.com/pin/237213105349373870/>
- <https://www.pinterest.com/pin/297659856596085608/>
- <https://www.pinterest.com/pin/101260691601068596/>

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