



#29 - Metalworks

Carl Zachman

Title: Steampunk ATCs

Overview:

Students will explore Steampunk culture through an examination and discussion of selected media resources, including the PBS documentary short *Off Book: Steampunk*. In addition to the documentary they will look at elements of the *Victorian Era* and the *Industrial Revolution* through a study of characteristics of Steampunk design.

Students will use visual literacy skills to discuss elements of Carl Zachman's artwork #29 - *Metalworks* and how the piece relates to the Steampunk genre.

Using a mixed media approach, students will create 6 - 10 Artist Trading Cards (ATCs) based on the Steampunk theme. After completing the project, each student will donate one card to the class display and will keep the rest for trading purposes.

Finally, students will create and conduct an ATC trade swap.

Subjects:

History, Visual Arts, Language Arts.

Age Group:

Secondary (Grades 6 - 12)

Standards:

21st Century Learning Skills

- Critical Thinking and Reasoning
- Information Literacy
- Collaboration
- Invention
- Self-Direction

Colorado Academic Standards:

History

- Analyze and interpret historical sources to ask and research historical questions
- Historical eras, individuals, groups, ideas and themes in regions of the Western Hemisphere and their relationships with one another

Visual Arts

- Observe and Learn to Comprehend
- Envision and Critique to Reflect
- Invent and Discover to Create
- Relate and Connect to Transfer

Language Arts

- Oral Expression and Listening
- Research and Reasoning

Essential Question(s):

- *What inspires me?*
- *How do people express themselves through art today?*
- *How has art changed through time?*
- *How does art help us relate to people from the past?*

Rationale:

By learning about the art, performance and literary genre of Steampunk, students will be able to reflect on their own interests and inspirations. Art making allows us to see what we have in common with each other and how our differences make us unique. Sharing and collecting artwork gives insight into the artists' world.

Objectives:

Students will:

Students will use visual literacy skills to discuss elements of Carl Zachman's artwork #29 - *Metalworks* and learn how the piece relates to the Steampunk genre.

- understand the literary and artistic genre of Steampunk
- create Artist Trading Cards based on the Steampunk style
- experiment with mixed media approaches such as collage, watercolor, colored pencil, crayon, marker, stamps, glitter and/or stickers.
- conduct an ATC trade swap, where they will trade and collect ATCs with classmates

Materials:

- Images of #29 - *Metalworks* by artist Carl Zachman (overhead projector, internet or color copies)
- Internet access and/or ability to project film shorts and images
- PBS 5 minute short — *Off Book: Steampunk*:
 - <http://video.pbs.org/video/2112504568/>
- *Howl's Moving Castle* trailer:
 - <https://www.youtube.com/watch?v=UibodUGoL4M>
- *Howl's Moving Castle* Google images:

- <https://www.google.com/search?q=howl's+moving+castle+images+castle&client=safari&rls=en&tbm=isch&tbo=u&source=univ&sa=X&ei=yJoxVOS-Do34yQTDk4H4AQ&ved=0CB8QsAQ&biw=1984&bih=1215>
- Worksheet 1: ATC Template PDF printed on card stock (2 per student)
- Worksheet 2: ATC Labels PDF (1 per student)
- Pencils and erasers
- Assorted art supplies: Watercolors, acrylic paints, variety of paintbrushes, water cans, colored pencils, crayons, markers/sharpiers, scrapbook papers, stamps and stencils, magazines (for collage images), newspaper and other scrap papers, glue, scissors, string/ribbon, rags or paper towels.
- Plastic sleeve protectors with 9 compartments (1 per student, plus extras for display, as wished)(optional)
- *The Art and the Artist* information on #29 - *Metalworks* (found at the end of this lesson plan)

Duration:

50 - 60 minutes, with additional time for the ATC swap and creating a display of the class collection.

Vocabulary:

- *Steampunk*: a genre which incorporates elements of science fiction, fantasy, alternate history, and speculative fiction. It involves a setting where steam power is widely used - whether in an alternate history such as *Victorian era* Britain, the United States' "Wild West", or in a fictional *post-apocalyptic* time - incorporating elements of either science fiction or fantasy.
 - Works of steampunk often feature period technology, or futuristic innovations as Victorians might have envisioned them, based on a Victorian perspective on fashion, culture, architectural style, and art.
 - Steampunk imagery often includes such fictional machines as those found in the works of H. G. Wells and Jules Verne, or the contemporary authors Philip Pullman, Scott Westerfeld and China Mieville.
- *Victorian era*: relating to the attitudes and values of the Victorian period, regarded as characterized especially by prudishness and a high moral tone.
- *Industrial Revolution*: the transformation of the changes in economic and social organization in the 18th and 19th centuries of first Britain and then other Western European countries and the US. The reshaping of life from agrarian into industrial societies. The revolution depended on devices such as the steam engine which were invented at a rapidly increasing rate during the period. *The Industrial Revolution* brought on a rapid concentration of people in cities and changed the nature of work for many people.
- *Post-apocalyptic*: denoting or relating to the time following a nuclear war or other catastrophic event.
- *Artist Trading Cards*: Artist Trading Cards (ATCs) are miniature works of art, usually done on card stock, that are traded between artists. They can be about anything and made with any media, materials, or techniques. ATCs can be produced as one-of-a-kind originals, in limited editions, or in a series based on a particular theme or subject.

Lesson:

1. Introduce Steampunk.

- Begin by showing the PBS documentary short *Off Book: Steampunk* (see Resources).
 - Ask some leading questions based on the film short, such as *What are characteristics of Steampunk design?* If desired, list some of the design characteristics on the board, including features of clothing, jewelry, decor, art, music and performance.
 - Gears, cogs, pocket watches, steam-powered machines, goggles, aviator helmets, airships, trains, hot air balloons, etc. may be some answers
 - Ask students if they are familiar with examples of books and movies that fit Steampunk sensibilities (*Howl's Moving Castle, 20,000 Leagues Under the Sea, The Time Machine, The League of Extraordinary Gentlemen*, etc.).

2. Discuss the Victorian Era and the Industrial Revolution through the lens of Steampunk.

- Place these eras on a timeline and discuss how life and society changed dramatically through the transformation from an agrarian to a mechanized society.
- Ask students to “see” this time period through the lens of Steampunk design.
 - “Steampunk” gets its name from steam-powered energy

3. Show and discuss #29 - *Metalworks* by artist Carl Zachman.

- Hand out color copies of the artwork and/or display on overhead projector or internet.
- Read Zachman’s Artist Statement (see below - **The Art and the Artist**).
- Ask students to identify Steampunk elements in the artwork.
- Ask students to pick out their favorite aspects in the artwork.

4. Introduce Artist Trading Cards.

- Ask students if they are familiar with Artist Trading Cards (ATCs).
 - Artist Trading Cards (ATCs) are miniature works of art, usually done on card stock, that are traded between artists. They can be about anything and made with any media, materials, or techniques. They can be produced as one-of-a-kind originals, in limited editions, or in a series based on a particular theme or subject. It’s all up to the individual artist.
- Explain that they will be making ATCs based on the Steampunk theme and style.
 - ATCs must
 - measure 2.5 x 3.5 inches
 - be traded for other cards
 - be flat enough to fit into a plastic trading card sleeve protector
 - be signed and dated on the back of the card (see Worksheet 2)

5. Begin making ATCs.

- Explain that students will make between 6 - 10 ATCs based on the design principles and themes of Steampunk.
 - Students will donate one completed card to the class for display, and will retain the rest of their completed cards to trade, collect and keep.
 - Students may use a variety of art methods to create ATCs, including collage, drawing, painting, mixed media, lettering, etc
 - Explain that the student artists will completely fill the composition of each of the trading cards
- Pass out Worksheet 1: ATC Template PDF printed on card stock (2 per student)
 - Ask students to cut out ATC cards
- Pass out Worksheet 2: ATC Labels PDF (1 per student)
 - Students will fill out the information on the labels and cut out and attach one label to the back of each ATC.
- Pass out sleeve protectors

- Explain that once a student has completed one or more ATCs, to allow them to dry as needed and then place them in the sleeve protector

6. Create opportunity for display and ATC swap.

- Students will collaborate to develop classroom display and ATC swap.
 - Students will develop terms of the swap: how to display (set up a table), taking turns with swapping, describing their works, creating the class display and clean-up

The Art and the Artist



#29 - Metalworks

Carl Zachman

Carl Zachmann was born and raised in Fergus Falls, Minnesota where the lakes and woodlands meet the plains. As a child, he visited many museums, both historical and artistic, and, when able, took various items apart to see how they worked. With the ownership of a small pickup at the age of 16, he began exploring abandoned farmsteads and scrap yards in the area, often returning with forgotten treasures, all the while participating in the local arts. His art is an expression of his overlapping passions for art and history, combined with his interest in all things mechanical.

His kinetic sculptures explore the designs and textures of the Industrial Revolution. The raw and painted steel gears are put in motion against a static background of found metal that gives homage to our industrial past in an increasingly electronic world.

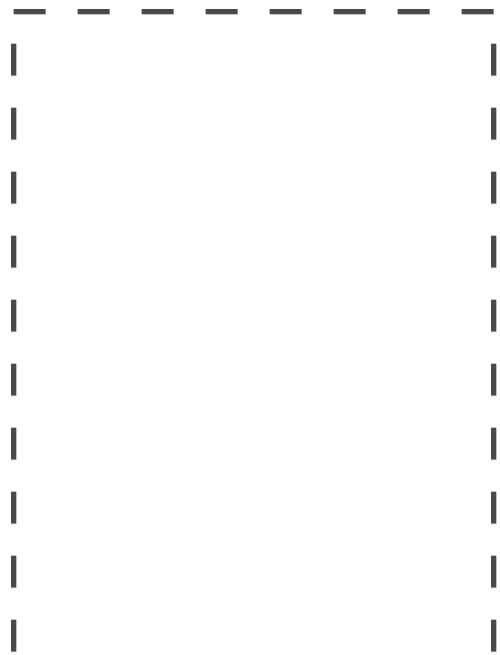
This piece was purchased by student buyers at the 2012 Cherry Creek Arts Festival as part of the Janus Student Art Buying Program.

Additional Resources:

PBS 5 minute short — *Off Book: Steampunk*:
<http://video.pbs.org/video/2112504568/>

Howl's Moving Castle trailer:
<https://www.youtube.com/watch?v=UibodUGoL4M>

Howl's Moving Castle Google images:
<https://www.google.com/search?q=howl's+moving+castle+images+castle&client=safari&rls=en&tbm=isch&tbo=u&source=univ&sa=X&ei=yJoxVOS-Do34yQTDk4H4AQ&ved=0CB8QsAQ&biw=1984&bih=1215>



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