



POST VIDEOCONFERENCE ACTIVITIES

After students have taken part in the videoconference and interpreted symbols from various environments (home/community/country) and cultures (American/African), students will create an object that symbolizes them, using the African symbols chosen during the web activity. This project can be done in a variety of ways. Teacher may select any or all of the following activities.

Post Lesson 1 based on the Senufo Door Panel

Materials

Sketch or notebook paper

Pencils

Clay

Modeling tools (clay tools, or a variety of items such as forks, butter knives, sticks, etc.)

Water containers

Various paint brushes

Various glazes and paints

Activity

1. Discuss the Senufo *Door Panel* that students saw during the videoconference.
2. Students will create their own personalized door with symbols based on the Senufo *Door Panel*. The subject matter for this project could be an autobiographical door, a family/cultural door, or a special event door. Have students sketch their ideas on paper.
3. Discuss and demonstrate how to make a clay slab and how to add designs through relief and hand building with clay.
4. Students should include the personal symbols chosen during the Webquest to the doors in relief.
5. After the students have finished their doors, make indentations on the backs so doors can be hung on nails.
6. When the clay doors have dried completely, fire them in a kiln at the appropriate cone and temperature for the clay used.
7. After the bisque firing, students can either glaze their doors, or finish them with various types of paint. If they are glazed, fire the clay doors again in the kiln.



Post Lesson 2 based on Congo Power Figure

Materials

Armature wire

Four gallons of white glue

Brown paper bags

Empty plastic cups with lids (butter, margarine, cream cheese containers, 1 per student)

Tempera paint

Paintbrushes

Water containers

Activity

1. Discuss the Congo *Power Figure* that was shown during the videoconference with students.
2. Discuss and demonstrate how to make a wire armature for the figure.
3. Make wire armature for figure. Attach empty plastic cup.
4. Demonstrate how to properly work with papier-mâché.
5. Add first layer of papier-mâché on wire armature. Allow to dry for two days.
6. Add second layer of papier-mâché and allow to dry for two days.
7. Add third later of papier-mâché and allow to dry for two days.
8. Smooth out any rough spots on the papier-mâché figure, and apply another layer of papier-mâché if necessary. If a final layer of papier-mâché is added, the figure needs to dry for two more days.
9. Add details to the figure using tempera paint and brushes. Incorporate chosen symbols from the web activity somewhere on the figure.
10. After the figure is complete, add an important object inside the power figure to give it “strength.”