

sk8art

Grade Level:

middle years to high school

Subject Matter:

language arts/social studies/visual arts/sociology (popular culture)

Curricular Uses:

This lesson plan encourages students to conduct research and interviews. Through extended activities, students can start a collection, design a collectible, design a case for their collection, and write about their experience.

Materials/Resources

Required:

- access to research resources such as: library, internet, sk8 shops & personnel, family members, older skateboarders
- past and present skateboards if available
- Kids Collect by Dan & Mary Hubley

Evaluation:

Lesson Plan 8 - Collecting

Overview:

This lesson plan looks at collecting through the merchandising surrounding skateboarding.

Learning Objectives:

- students will conduct research to determine the merchandising and collectibles connected to skateboarding and other activities
- students have an opportunity to interview people to acquire information
- students will investigate collecting as a viable hobby and as a link to occupations

Procedures:

Students will research merchandise connected to skateboarding (or other recreational activities) and make connections to collecting in general. They may consider: what makes an item collectible or valuable? What determines its worth (condition, desirability, etc.)? Items which may be considered are stickers, buttons, pins, cards, comic books, stamps.

Students may design a skateboard stamp, after researching stamp collecting and determining what makes an interesting stamp, what makes it collectible, etc.

Students may design a regular or email postcard, after researching (internet, antique shops, books) old postcards.

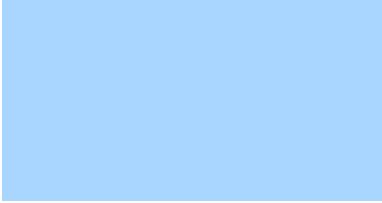
Students may design a skateboard pin after checking out the history of buttons/pins. What popular themes are used? How can they portray the “essence” of an activity?

Extended Activity:

- See lesson plan 5 – “Skateboard Culture”
- See lesson plan 1 – “Looking at Objects” (advertising)
- Students may design their own collectible
- Students may design a case/display/museum to house their collection
- Students can investigate whether a collection can lead to a profession by talking to museum curators, etc. to see what collections they had as kids.
- See lesson plan 9 – “Working with Museums/Galleries”
- See question 2: <http://set.lanl.gov/sports/skb8int.html> (comparing past & present skateboards)

Web Links:

- <http://www.exploratorium.org/skateboarding/index.html>
- www.about.com/hobbies
- www.collectors.org
- www.collectingnetwork.com
- www.collectingexchange.com
- www.dmoz.org/Recreation/Collection
- www.jjdisplaycases.com



other sites specific to cards, pins, etc. such as:

- www.scifihobby.com (cards)
- www.buttons.com (new pins and buttons for sale)
- www.KeepHomesteadMuseum.org (museum of buttons)
- www.pindemonium.com (collectible pins)