110 學年度_Ink Painting__課程雙語教學教案

課程架構

	四トイエ バン・		
單元名稱	學習目標	學習內容 (含教學單元和教學 主題)	學科英語單字
	 瞭解山海經及認識東亞文化裡的妖怪。 Students will learn a variety of monsters depicted in the ancient book "Classic of Mountains and Seas", and the history of monsters in the Eastern culture. 創作自己的怪物夥伴作品。 Students will create their own monster partners. 	妖怪的認識與歷史 The History & Understandings of Monsters	CreatureMonster
水墨創作 Ink Painting	●學會6種水墨基本筆觸技法。 Students will learn the 6 basic brushstroke techniques of traditional ink painting: pull stroke, push stroke, thin stroke, thin and thick stroke, side stroke and round dot. ●從故宮三寶作品中學會三種皴法:范寬「兩點皴」、郭熙「卷雲皴」、李唐「斧劈皴」。 Students will learn the Texture Strokes Pattern: Raindrop Stroke 、Swirling Cloud Stroke、Axe-cut Stroke。 ●學會水墨畫基本概念 "少即是多",並運用此觀念於構圖中。 Students will learn the concept of the Ink Painting "less is more". They will apply this idea to their own compositions.	故宮三寶 Three Treasures of the National Palace Museum (NPM)	● Basic Brushstroke Techniques: Pull Stroke /Push Stroke/Thin Stroke/Thin and Thick Stroke/Side Stroke/ Round Dot ● 故宮三寶皴法 Texture Strokes Pattern: 范寬「雨點皴」 (Raindrop Stroke) 郭熙「卷雲皴」 (Swirling Cloud Stroke) 李唐「斧劈皴」(Axecut Stroke)
	 認識水墨畫的各式用具。 Students will learn the treasures of Ink Painting: Ink, Ink stone, brush, felt mat and rice paper. 藉由觀察不同水墨畫作,統整與分析筆觸,並加上自己的想像來增加水墨的樂趣。 Students will learn the various kinds of 	建立筆觸資料庫 Establish Your Brushstrokes Database	Ink Painting Supplies: Brush / Water cups / Rice paper / Inkstone / Ink / Ink stick /Felt mat

strokes, and distinguish the differences from observing the paintings. ● 學會以水為媒介的創作媒材,運用水彩及水墨創作自己的作品。 Students will learn the usage of water-based art media, such as ink and watercolors on rice paper. ● 認識「海怪圖記」並觀察與比較怪魚圖。 Students will learn to observe and distinguish the body parts of sea monsters depicted in the "Illustrated Album of Sea Oddities". ● 利用筆觸資料庫,聽教師的敘述,運用想像力畫出怪魚圖案。 Students will employ the techniques of brushstrokes to draw a fish while listening to the description about what was depicted in the "Illustrated Album of	找出怪魚 Find A Creepy Fish	Body parts / Creepy fish
● 學生能透過自我覺察,設計自己的怪物夥伴。 Students will learn to create their own monsters based on the understandings of the strongest as well as the weakest qualities of themselves (self-awareness). ● 學生能運用水墨技巧完成自己的怪物夥伴作品。 Students will learn to apply the techniques of ink painting to complete their artworks. ● 學生能資訊科技 VR app 去招喚妖怪並與之合照。 Students will learn to use the technology VR app to "call" their monsters and bring them to life where students can interact with their monsters.	嗨!神獸 Hi! Monster!	● Monster ● Basic Brushstroke techniques: Pull Stroke /Push Stroke/Thin Stroke/Thin and Thick Stroke/Side Stroke/ Round Dot。 ● 故宮三寶皴法 Texture Strokes Patterns: 范寬「雨點皴」 (Raindrop Stroke) 郭熙「卷雲皴」 (Swirling Cloud Stroke)、 李唐「斧劈皴」(Axecut Stroke)

一、單元設計 (一)單元架構

單元名稱	單元主題	單元活動			
		尋找電影「尚氣」裡的妖怪及山海經			
	妖怪的認識與歷史	Search the Monsters in the movie "Shang chi" &			
	Mythical Monsters	"Classic of Mountains and Seas (山海經)"			
	in Ancient Times	妖怪台灣 Monsters in Taiwan			
	in Ancient Times	妖怪資料庫 Monsters Database			
		創作自己的神獸 Create My Own Monster			
	故宮三寶	故宮三寶尋寶趣			
	双名三頁 Three Treasures of the	Treasure Hunting in the Three Treasures of the NPM			
		故宮三寶_過去與現代創作比較			
	National Palace Compare & Contrast: Art in the past vs. Art i				
	Museum(NPM)	present			
		從故宮三寶認識九種筆觸			
Ink Painting		Learn the Basic Brushstrokes from The Three Treasures			
		of the NPM			
	建立筆觸資料庫	筆觸練習 Practice the Basic Brushstrokes			
	Establish Your Brushstrokes	九宮格筆法連線 Tic-Tac-Toe			
	Database	合作拼圖遊戲_鬼王:鍾馗嫁妹圖			
		Collaborative Art Project_Assemble the stroke puzzles:			
		The King of the Ghosts_ Zhong Kui Giving His Sister			
		Away in Marriage			
	找出怪魚	聽 & 畫 Listen & Draw			
	Find A Creepy Fish	比手畫腳_破解怪魚身體密碼 Play Guesstures			
	嗨!神獸	以水墨筆觸完成妖怪創作			
	Hi! Monster!	Complete My Monster with the Brushstrokes			
	(演示)	Hi! Monster!			

(二)教學設計/教案

單元名稱	Hi! Monster!	教學設計者	惠文高中	洪千琪教師 /
學習對象	八年級 下學期	學習節次	_9 節課(450	分鐘)
學習內容	視 E-IV-1 色彩理論、造形 視 E-IV-2 平面、立體及複 視 E-IV-3 數位影像、數位 視 A-IV-1 藝術常識、藝術 視 A-IV-2 傳統藝術、當代 視 A-IV-3 在地及各族群藝	合媒材的 表現 媒材。 鑑賞方法。 藝術、視覺 文	技法。	
學習表現	視 1-IV-1 能使用構成要素 視 1-IV-2 能使用多元媒材			

	視 1-IV-3 能使用數位及影音媒體,表達創作意念。		
	視 $1-IV-4$ 能透過議題創作,表達對生活環境及社會文化的理解。		
	視 2-IV-1 能體驗藝術作品,並接受多元的觀點。		
	視 2-IV-2 能理解視覺符號的意義,並表達多元的觀點。		
	視 2-IV-3 能理解藝術產物的功能與價值,以拓展多元視野。		
教學方法	講述法、團體討論、示範、分組合作學習、發表與示範		
教學資源	教師自編教材簡報與學習單、主題影片、多媒體設備、書籍(山海經	、觀山海	、妖
	怪台灣、貓劍客、龍貓繪本、劉墉帶你走進故宮的鎮館三寶)		
	• Ink Painting Supplies: Brush / Water cups / Rice paper / Inkstone / Ink	c / Ink sti	ck /Felt
	mat		
學科英語	Basic Brushstroke Techniques: Pull Stroke / Push Stroke/Thin Stroke	/Thin and	d Thick
字 们 头 品 詞 彙	Stroke/Side Stroke/ Round Dot		
不	● 故宮三寶使用的皴法 Texture Strokes Pattern: 范寬「雨點皴」(Rair	-	oke) 、
	郭熙「卷雲皴」(Swirling Cloud Stroke)、李唐「斧劈皴」(Axe-cut Str	oke)	
	Monster / Creature		
	• How many monsters did you find?		
	What did you see?		
學科英語	• Why did they have these features?		
句型 (視	• What animal does it come from?		
教材內容)	• Guess! Which city in Taiwan does it live in?		
	What else can you find?		
	Which 3 animals is it combined with?		
	What's special about its eyes / body / legs / tail?		
	教學主題一: 妖怪的認識與歷史	教學	評量
	Mythical Monsters in Ancient Times	資源	一里
	~~~~~ 第一節課 ~~~~~		
	活動一:尋找電影「尚氣」裡的妖怪及山海經		
Activity 1	_ Search the Monsters in the movie "Shang chi" & "Classic of		
	Mountains and Seas (山海經)"		
一、Warm u	p: (10")		
Do a roll call			
	stures 比手畫腳: 讓學生先練習 2 種型態的組合(bird、bun or Xiao) 解怪物可以是多元性的組合		
T: Show me.	You're a lion. Use your face \ eyes and mouth and hands to express the		

lion.

- T: Show me. You're a bun. Use your face to express the big meat bun/ Xiao Long Bao.
- T: Show me face and lion.
- T: Now, Combine them.

#### 二、Activity: (35")

- (1)「尚氣」影片中,找出神獸們
- T: Let's watch the video. Watch carefully. What animals do you see?

(老師邊說邊加上"看"動作,如果學生不懂 可帶入中文)。

https://www.bilibili.com/s/video/BV1J44y1v7KA

- T: Good job. You see a bird on fire / lion/ dragon/九尾狐(nine-tailed fox) /帝江 Morris/麒麟...
- T:This is 《尚氣 Shang-Chi》video. How many monsters did you find? 這是尚氣影片簡介,你發現幾種神獸?
- T: 《尚氣 Shang-Chi》中的神獸靈感是來自於中國的哪一本書?
- Ss: 《山海經》《The Classic of Mountains and Seas》
- T: All these monsters in the movie are created based on an ancient book "Classic of Mountains and Seas (山海經)".

#### (2) Mythical Monsters in Ancient Times

- T: What is "Classic of Mountains and Seas (山海經)"?
- T:《The Classic of Mountains and Seas》is a very old book. 距今大約 2496 年前先秦時代出版的書,連哈利波特作者:J. K.·羅琳另一部作品《怪獸與牠們的產地》中的怪物都以《The Classic of Mountains and Seas》為靈感來源.
- T: It is a Chinese classic text and a compilation of mythic geography and creations. It is also a collection of Chinese mythology. The book is divided into eighteen sections, it describes over 550 mountains and 300 channels. All the monsters in this book were created by lots of artists.

## ★ 帝江

- T: Observe the first monster in the movie.
- Q1. What do you see about its <u>body</u> / legs / skin?
- Q 2. Why do they have these features? It has wings, so it can...

Ss:自由發表。

T: 帝江是「中國古代天山的山神」,也是原始先民的「歌舞之神」。It has long

hair, six feet, four wings but no eyes ' ears ' nose and mouth. Even so it still can sing and dance very well.

#### ★ 九尾狐

T: Look at the second monster in the movie.

Ss:自由發表。

T:九尾狐是不是天生就有九條尾巴,相傳狐狸尾巴是儲存靈氣的地方,升級進化 到最後會變九條尾巴,成為不死之身。代表子孫後代昌盛;也代表會有優秀的 君王出現的吉兆。

## ★ 山海經未記載,但是出現在電影及我們生活當中_狻狔

- T: 狻狔也常出現在我們生活當中。Think! Where can you see "Suanni" (狻狔) in your daily life?
- T: One of the mythical monsters in 山海經 is 騶吾(Zouwu). It also shows up in the movie 《怪物與它的產地 Fantastic Beast & Where to Find Them》.
- ≡ · Wrap up Clean up (5")
- T: It's time to clean up.
- T: Pick up the trash and throw it in the trash can.
- T: Clean your table.
- T: Good job.
- T: Time's up. Please put the chair in. Let's call it a day.

~~~~~~ END ~~~~~~ ~~~~~~ 第二節課 ~~~~~~

- \ Warm up : (5")

Do a roll call.

Review what students learned in the last class. Teacher briefly introduces the Classic of Mountains and Seas (山海經) and the movie.

- 二、Activity: (40")
- (1) 改編山海經當代漫畫創作 \_ 葉羽彤漫畫家 「貓劍客」
- T: We've learned the mythical monsters in the ancient book "Classic of Mountains and Seas" and the movie "Shangchi".

活動二:妖怪台灣

Activity 2 Monsters in Taiwan

★ Monsters in Taiwan\_1: 蘭嶼 鯊魚人

T: I will give you 3 minutes. No talking. Look at this monster carefully.

T: What kinds of animals do you see?

Ss:自由發表。

T: Guess! What kinds of magic power does it have?

Ss:自由發表。

T: Look at this monster again. What else can you find?

Ss:自由發表。

★ Monsters in Taiwan\_2: 南屯穿山甲 \_穿木屐,蹔鯪鯉

T: I will give you 3 minutes. No talking. Look at this monster carefully.

T: What kinds of animals do you see?

Ss:自由發表。

T: Guess! What kinds of magic power does it have?

Ss:自由發表。

T: See this monster again. What else can you find?

Ss:自由發表。

T: I will give you 3 minutes. No talking. Look at this monster carefully on the spirit money.

★ Monsters in Taiwan\_3: 台灣版戰鬥卡牌\_外方紙 Spirit Money

T: I will pass out several pieces of spirit money. Look at these monsters on papers. What do you see?

Ss: 自由發表

- T: What are these square yellow pieces of paper? They really look like post-its, right?
- T: It's called spirit money for the spirits, gods or ghosts. The worshipers burn them for the spirits so that they have money to use in the afterlife.
- T: Don't used one as a post-it. Okay?
- T: 外方紙所繪畫的各種神煞、鬼怪造型,反映了臺灣民間對於天地鬼神的具體 想像,可說是臺灣妖怪圖畫藝術的獨特種類。你們看到的就是一些描繪妖鬼 造型的外方紙。

T: 天狗或白虎是神獸嗎?

Ss:自由發表。

★ The other Monsters we are familiar with...: My Neighbor Totoro

T: Teacher will play the video 「My Neighbor Totoro」. I would like to ask you some question. Let's watch the video.

T: What monsters did you see in the video?

Ss:Totoro 龍貀!

T: Make a guess! Which three animals does it combine with?

Ss:自由發表。

T: Totoro is a monster, a woodland spirit. It is a sometimes scary but generally friendly and protective monster. It looks like a cross between a cat, a bear, and an owl.

T: Next, I am going to introduce Totoro's friend "Catbus". Please watch carefully:

- What's special about its eyes?
- What's special about its body?
- What's special about its legs?
- What's special about its tail?

Let's watch the video.

T: Catbus 改編自日本妖怪傳說:化貓 Bakeneko,也叫貓妖、貓精,是貓變成的妖怪,易與貓又混淆。化貓傳說遍布日本各地,據說貓有九條命,當貓修練到1000年後它就會長出一條尾巴,每1000年長一條,一直會長2條,當有了2條的貓再過了1周就會化成人形。也會咬死人類。此外還能像雜耍木偶戲一樣用妖力招手操控屍體以及令人產生幻覺。

三、Wrap up − Clean up (5")

T: It's time to clean up.

T: Pick up the trash and throw it in the trash can.

T: Clean your table.

T: Good job.

T: Time's up. Please put the chair in. Let's call it a day.

~~~~~~ END ~~~~~~ ~~~~~ 第三節課 ~~~~~~

— · Warm up : (5")

Do a roll call.

Review what students learned in the last class. Teacher briefly introduces the monsters depicted in Taiwanese and in Japanese movies.

二、Activity: (40")

#### 活動三:妖怪資料庫

## Activity 3 Monsters Database

#### ★完成怪獸body parts worksheet

T: This is the monster body parts worksheet and design 6 kinds of heads/bodies/feet/wings/~~.Please draw it.

活動四:創作自己的神獸

Activity 4 _ Create My Own Monster

#### ★利用怪獸body parts 圖表設計自己的怪物

Roll the die and draw the corresponding shape that matches the number you land on to create your monster. After you draw the monster parts you roll, you may add extra strokes and colors to your monster, and make it your own!

T: Use a die to roll numbers and draw the heads/bodies/feet/wings/~~

T: Create your monster and make it your own!

#### 創作自己的神獸搭檔

T: Now, it's your turn. You are going to use the brushes and the techniques we 've learned to create your monster.

Ξ · Wrap up − Clean up (5")

T: It's time to clean up.

T: Pick up the trash and throw it in the trash can.

T: Clean your table.

T: Good job.

T: Time's up. Please put the chair in. Let's call it a day.

~~~~~ END ~~~~~

| 教學主題二:故宮三寶 | 教學資源 | 評量 |
|---|------|----|
| Three Treasures of the National Palace Museum (NPM) | 資源 | |
| ~~~~~ 第四節課 ~~~~~ | | |
| - · Warm up : (5") | | |

Do a roll call.

(1) 觀看「鎮院國寶—范寬·郭熙·李唐」 特展 8K 影片 https://www.youtube.com/watch?v=7VbzII2nU-A

T: 這3位大師<u>范寬·郭熙·李唐</u>的作品 T:,我們先仔細觀察這三幅故宮鎮館之寶.

T: Let's watch the video. Watch carefully. And please tell me what you see?

T: 為什麼 10 年才能展覽一次?

二、Activity 1 & 2 (40")

活動一:故宮三寶尋寶趣

Activity 1 \_ Treasure Hunting in the Three Treasures of the NPM ★老師發下故宮三寶學習單給各組,請各組限時內合作找出答案,並各自找出以下 3 種皴法(Texture Strokes Pattern)分別是哪幅作品的特色: 「雨點皴」(Raindrop Stroke)(范寬)、「卷雲皴」(Swirling Cloud Stroke)(郭熙)、「斧劈皴」(Axe-cut Stroke)(李唐)。

T: Take out your worksheet. Try to answer the questions and circle them.

T: Take out your IPAD. Scan the QR code, you will see 8K video.







(2) • Check the answers

活動二: 故宮三寶\_過去與現代創作比較

Activity 2 \_ Compare & Contrast \_ Art in the past vs. Art in the present ★現代的故宮三寶新詮釋-小胖子(藝術家鄭崇孝創作)

- \equiv Wrap up Clean up (5")
- T: It's time to clean up.
- T: Pick up the trash and throw it in the trash can.
- T: Clean your table.
- T: Good job.
- T: Time's up. Please put the chair in. Let's call it a day.

| ~~~~~END~~~~~ | | |
|--|----|------|
| 教學主題三:建立筆觸資料庫 | 教學 | 評量 |
| Establish Your Brushstrokes Database | 資源 | -1 3 |
| ~~~~~ 第五節課 ~~~~~ | | |
| 活動一: 從故宮三寶認識九種筆觸 | | |
| Activity 1 _ Learn the 9 Basic Brushstrokes from The Three Treasures of | | |
| the NPM | | |
| - · Warm up: (15 ") | | |
| Do a roll call. | | |
| T: I am going to play a video 「皴法的點線面」. A famous artist will introduce the | | |
| basic techniques $\ ^{\lceil}$ Texture Strokes Pattern $\ _{\rfloor}$. He will also demonstrate these | | |
| techniques and teach us how to draw it. | | |
| | | |
| 活動二: 筆觸練習 | | |
| Activity 2 _ Practice the Basic Brushstrokes | | |
| = Activity 2 - Practice the Basic Brushstrokes (30") | | |
| T: Prepare all your ink painting supplies: Brush / Water cups / Rice paper / Ink /Felt mat. | | |
| T: Ink Painting is one of the oldest art forms. It uses brushes and ink to paint or write. | | |
| T: Hold the brush upright. Your thumb will be on one side. The index and middle | | |
| fingers on the other side. It is like holding chopsticks. | | |
| T: You will learn how to make all these different brushstrokes | | |
| T: Prepare all your ink painting supplies: Brush / Water cups / Rice paper / Ink /Felt mat. | | |
| We are going to practice basic brushstroke techniques as follows: | | |
| (1) Pull Stroke | | |
| (2) Push Stroke | | |
| (3) Thin Stroke | | |
| (4) Thin and Thick Stroke | | |
| (5) Side Stroke | | |
| (6) Round Dot | | |
| (7) Texture Strokes Pattern-1: Raindrop Stroke「雨點皴」 | | |
| (8) Texture Strokes Pattern-2: Swirling Cloud Stroke 「卷雲皴」 | | |

- (9) Texture Strokes Pattern-3: Axe-cut Stroke「斧劈皴」
- 三、Wrap up Clean up (5")
- T: It's time to clean up.
- T: Pick up the trash and throw it in the trash can.
- T: Clean your table.
- T: Good job.
- T: Time's up. Please put the chair in. Let's call it a day.

~~~~~ END ~~~~~

~~~~~ 第六節課 ~~~~~~

活動三: 九宮格筆法連線

Activity 3 \_ Tic-Tac-Toe

 $-\cdot$ Warm up: (20")

Do a roll call.

T: Prepare all your ink painting supplies: Brush / Water cups / Rice paper / Ink /Felt mat. 参考九宮格學習單上九種筆法,給各位20分鐘時間複習。

- T: We are going to start a Tic-Tac-Toe game! Follow the instructions below:
- 1. Draw 9 brushstrokes "RAMDOMLY" on a three-by-three grid.
- (1) Pull Stroke (2) Push Stroke (3) Thin Stroke (4) Thin and Thick Stroke (5) Side Stroke (6) Round Dot

Texture Strokes Pattern:

- (7) Raindrop Stroke (8) Swirling Cloud Stroke (9) Axe-cut Stroke
- = Start a "Tic-Tac-Toe" Game! (25")
- (1) Teacher will say one of these 9 brushstrokes.
- (2) Take out your red pen. When you hear the word, circle the correct brushstroke.
- ★ Winner: The first one who has 3 circles in a row.
- \equiv \cdot Wrap up Clean up (5")
- T: It's time to clean up.

- T: Pick up the trash and throw it in the trash can.
- T: Clean your table.
- T: Good job.
- T: Time's up. Please put the chair in. Let's call it a day.

~~~~~~ END ~~~~~~ ~~~~~ 第七節課 ~~~~~~

- Warm up : (5")

Do a roll call.

Review what students learned in the last class. Teacher briefly introduces the basic brushstroke techniques.

= \ Activity (40")

活動四: 合作拼圖遊戲_鬼王:鍾馗嫁妹圖

Activity 4: Collaborative Art Project_ Assemble the stroke puzzles: The King of the Ghosts_ Zhong Kui Giving His Sister Away in Marriage

(一) 認識南宋/元 顏庚 《鍾馗嫁妹圖》《Zhong Kui Giving His Sister Away in Marriage》 局部卷

https://www.metmuseum.org/art/collection/search/40294

- T: What's going on in this picture?
- T: Guess! Try to tell me the story?
- T: What makes you say that~~?
- T: What more can you find?
- (二) 拼圖合作 Collaborative Art Project_ Assemble the stroke puzzles

  Students have been working on brushstrokes techniques and try a grid collaborative
  project where each student gets a section to create!
- T:每人會拿到鍾馗嫁妹圖其中一部分,請仔細觀察細部並仿作描繪。

T:個人完成部分圖後,跟同學拼圖合作組合。

- $\equiv$  · Wrap up Clean up (5")
- T: It's time to clean up.
- T: Pick up the trash and throw it in the trash can.

| T: Clean your table.                                                                                   |    |      |
|--------------------------------------------------------------------------------------------------------|----|------|
| T: Good job.                                                                                           |    |      |
| T: Time's up. Please put the chair in. Let's call it a day.                                            |    |      |
| ~~~~~END~~~~~                                                                                          |    |      |
| 教學主題四:找出怪魚                                                                                             | 教學 | 上市 旦 |
| Find A Creepy Fish                                                                                     | 資源 | 評量   |
| ~~~~~~ 第八節課 ~~~~~                                                                                      |    |      |
| 活動一: Listen & Draw                                                                                     |    |      |
| Activity 1 Listen & Draw                                                                               |    |      |
| - · Warm up : (10")                                                                                    |    |      |
| Do a roll call.                                                                                        |    |      |
| (1) 以故宮清宮《海怪圖記》為夢中怪魚讓學生想像創作                                                                            |    |      |
| https://theme.npm.edu.tw/opendata/DigitImageSets.aspx?Key=%e6%b5%b7%e6%80%aa%e5<br>%9c%96%e8%a8%98^22^ |    |      |
| 活動二: 比手畫腳_破解怪魚身體密碼                                                                                     |    |      |
| Activity 2 _ Play Guesstures  = \( \text{Activity: (30")} \)                                           |    |      |
| (1) Play guesstures 比手畫腳: (fish body code 魚的身體密碼)                                                      |    |      |
| T:Now, there are some fish cards on the table                                                          |    |      |
| T:Step 1: One person say the part of the body and do actions .                                         |    |      |
| Say:(1) Action 動作(2) Head 頭(3)Hand 手(4) Body 身體                                                        |    |      |
| DO: 1. long 長長的                                                                                        |    |      |
| DO: 1. long 長長的 2. round 圓圓的 3.Big 大大的 4. short 短短的 5. small 小小的 6. pointy 尖尖的                         |    |      |
| Step2: Find the picture and guess which fish it is                                                     |    |      |
| (2) 老師說出夢中怪魚請學生畫下                                                                                      |    |      |
| T: I had a dream last night. I ate the fish, it's so yummy but cheepy. It had ~~老師自                    |    |      |
| 行從《海怪圖》中圖片說明魚的外型                                                                                       |    |      |
| T:Help me draw the cheepy fish.                                                                        |    |      |

| T:學生分享聽完自己想像的怪魚圖,各組再一起討論合作畫出符合老師夢中的怪                                                   |    |      |
|----------------------------------------------------------------------------------------|----|------|
| 魚,看哪一組最像老師夢中的怪魚(老師貼出《海怪圖》其中一張圖片)                                                       |    |      |
| T:If you can draw the correct shape of the fish, you can get five points.              |    |      |
| ≡ · Wrap up — Clean up (10 mins)                                                       |    |      |
| T: It's time to clean up.                                                              |    |      |
| T: Pick up the trash and throw it in the trash can.                                    |    |      |
| T: Clean your table.                                                                   |    |      |
| T: Good job.                                                                           |    |      |
| T: Time's up. Please put the chair in. Let's call it a day!                            |    |      |
| ~~~~END~~~~~                                                                           |    |      |
| 教學主題五: 嗨!神獸                                                                            | 教學 | in E |
| Hi! Monster!                                                                           | 資源 | 評重   |
|                                                                                        |    |      |
|                                                                                        |    |      |
| - · Warm up : (15")                                                                    |    |      |
| Make a roll call.                                                                      |    |      |
| T: Let's review the monsters in Taiwan, and the monsters on yellow spirit moneys.      |    |      |
| T: Prepare all your ink painting supplies: Brush / Water cups / Rice paper / Ink /Felt |    |      |
| mat. Let's review and practice the basic brushstroke technique as follows:             |    |      |
| (1) Pull Stroke                                                                        |    |      |
| (2) Push Stroke                                                                        |    |      |
| (3) Thin Stroke                                                                        |    |      |
| (4) Thin and Thick Stroke                                                              |    |      |
| (5) Side Stroke                                                                        |    |      |
| (6) Round Dot                                                                          |    |      |
| (7) Texture Strokes Pattern-1: Raindrop Stroke「雨點皴」                                    |    |      |
| (8) Texture Strokes Pattern-2: Swirling Cloud Stroke 「卷雲皴」                             |    |      |
| (9) Texture Strokes Pattern-3: Axe-cut Stroke「斧劈皴」                                     |    |      |
| 活動一: 以水墨筆觸完成妖怪創作                                                                       |    |      |
| Activity 1: Complete My Monster with Brushstrokes                                      |    |      |
| = \ Activity: (30")                                                                    |    |      |
| (1) 創作自己的神獸搭檔                                                                          |    |      |

T: Now, it's your turn. You are going to use the brushes and the techniques we 've learned to create your monster.

活動二: Hi Monster!

Activity 2: Hi Monster!

### (2) 利用 APP 程式召唤你的神獸跟自己留念合影

T: Now, I will divide you into pairs.

T: Take your IPads to scan your monsters. Then take a photo of your partner and his/her monster.

# (3) Sharing time: 學生分享 Monster 畫作作品以及與 Monster 合照的照片做最後分享並統整概念

T: Now, I want you to come to the front. Share your idea about your monster and your photo with monster.

★Introduce your Monster Partner:

- 1. Why do I design like this?
- 2. What kinds of animals does it have?
- 3. How can it protect me?
- 4. What else?

#### 四、Wrap up — Clean up (5")

T: It's time to clean up.

- T: Pick up the trash and throw it in the trash can.
- T: Clean your table.
- T: Good job.
- T: Time's up. Please put the chair in. Let's call it a day!

~~~~~END~~~~~~