

Light House and Beach Scenery

Objectives: Creating Light House/Beach Scenery.

Materials:

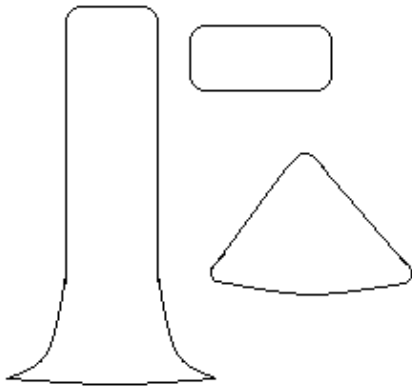
- Small trays
- Plaster (can use “PlayBox Plaster” from A.C.Moore – it hardens in less than 1 hr, and sets in 1 hr.)
- Bucket, Spoon and Water (for mixing plaster)
- Sea shells
- Rocks, pebbles, river stones, etc.
- White Air-Hardening clay
- Strong Glue
- Paints & Brushes
- Pictures of light houses

30 - 40 minutes; Creating a Lighthouse

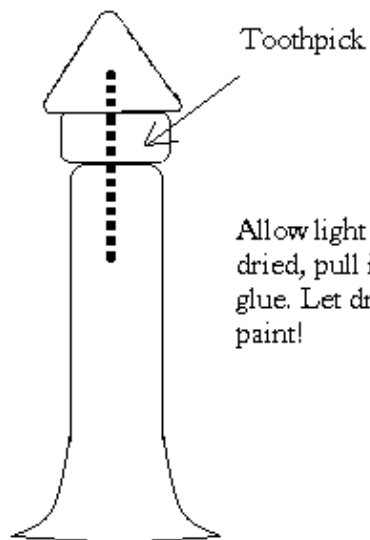
** Create light houses before hand (Instructions on next sheet)**

1. Show students pictures of light houses and allow them to plan the painting of their lighthouse.
2. Pour various colors of paint and allow them to paint their lighthouses
3. Pour plaster into small trays. Let set for a few minutes and then allow students to decorate with shells, rocks, etc. Make sure they leave a small area to glue light house.
4. Once plaster is a good consistency to support light house, place light house and let the plaster set. The light house may fall off after plaster has set (it is good if it does – the plaster sets around the shape of the base of the light house, so use the strong glue to put it back in place - the light house will fit perfectly.)
5. Allow plaster to set- Have the students frequently check their trays while the plaster sets – it will heat up before it hardens!
6. Play games while waiting for plaster to finish setting. Game ideas are available online at: www.funattic.com
7. Cut away tray and let the plaster set for a little longer (it will actually “sweat” excess water during this period.)

Creating a Clay Light House



Step 1: Create these three pieces using white air hardening clay. Drive half a toothpick through the center of the long cylinder so the other half remains exposed. Place the short cylinder on the exposed part of the toothpick, followed by the cone.



Allow light house to dry as directed on packaging. Once it has dried, pull it apart and glue in between the pieces with strong glue. Let dry. Your light house is now ready for a student to paint!