

# CREATING A 3D TOWN

## Activity Three



### Objective

To work together as a team and explore how artwork can represent their ideas about the world through creative play.

Using the required materials, groups will work together to create a 3D town. Group discussion will determine what infrastructure the town will have and where it will be placed. This task welcomes creativity, imagination, group interaction, lots of colour and a brief class discussion once completed - just discussing the groups choice of name and backstory.

### Required materials

- Scissors
- Glue stick
- Coloured paper
- Project paper
- Arts and crafts materials, e.g.
  - Paddle pop sticks
  - String
  - Paint
  - Cellophane wrap
  - Foam balls
  - Pom poms
  - Stickers
  - Recycled materials from home



### Task description

1. Set the task out in groups of 3-4 students, supplying all groups with a good selection of materials.
2. Request the students do a quick draft lay out of their town (on the below activity sheet).
3. Students must agree on what the town will have and where to place it, i.e. roads, streets, parks, pool, shops, school, houses, etc.
4. Encourage students to discuss with each other why they think their town needs what they have chosen.
5. Once they have all their equipment together and agree to the plan, they can start piecing together their creation.
6. The final task is for groups to agree on a name for their fresh new town and explain why that name is suitable.

### Suggestion

Create a class discussion that welcomes story building, role playing, creating a town family, developing an adventure plan, maybe the students' town has buried treasure that they need to create a step-by-step map for finding the treasure!

Ask fun facts about the town. Allow questions and feedback from other groups members.

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**Date:** \_\_\_\_\_

**Task 1.** List your group members names

**Task 2.** List the materials you will use to create your 3D Town.

**Task 3.** Brainstorm with your group how you are going to use the materials to create the buildings, roads, mountains, whatever it may be that your town has. Draw a rough plan for the layout of your town.

**Task 4.** Build your town.

**Task 5.** Discuss with your group what you would all like to name your 3D Town.  
And why it is a suitable name for your town.

