

Clay Projects

Bear Coming out of a Cave

Skills

**Joining clay, Scoring
Gathering and using texture tools
Creating a Pinch pot
Rolling out clay

Materials

Note that you will need more clay for this project, some for the animal, pinch pot, and the “ground” for the bear to stand on. Perhaps distribute one piece at a time, making the parts one at a time, ground first, and roll out, then pinch pot piece, then piece for the bear.

Rolling pins or Dowling cut into pieces for rolling out clay

Water to join clay

Plastic Forks to score clay

Pencils, or bamboo sticks,

Texture tools:

You can use found objects, from nature or objects, stamps and more

Have students help find and try out on clay

I like to use pocked rock or found coral piece to give texture to the cave and ground

1. Roll out a slab of clay
2. Roll out a round ball
3. Poke a hole in the centre of the first ball, but do not poke the hole all the way through the clay.
4. Pinch clockwise around the clay again and again taking care to pinch the clay so that it is an even thickness, and in a shape of a half circle. It doesn't have to be perfect as this piece will become a cave. Make score marks with plastic fork on the side of the pinch pot, and score the rolled out slab on one end, add water and join the pinch pot so that it looks like a cave. Make sure there is room for the bear we will make next
5. Make a oval shape, pinch a head
6. Roll 4 pieces of clay for legs
7. Make scoring marks on the ends of each of the legs and on the underbelly of the body shape for the bear, add water and join well
8. Pull a snout shape on the head of the bear, and pull a small tale from the bears back end
9. Pull or add ears on the top back of the bears head, these are usually small and rounded
10. Score the bottom of the bears paws, and score the slab that you rolled out where the paws will be joined, add water and join well
11. Work on details of bear, draw or add eyes and fur and paws
12. Make sure to add textures, drawn or impressed on the ground and on the cave as well

