

Guidelines for the use of Draw John Smyth's mystery fish

Activity title: Draw John Smyth's mystery fish

Curriculum area: Art & Design

NC objectives: Art & Design: 1a), 1b), 1c), 2a), 2b), 3a), 3b), 4a), 4b), 5a), 5b), 5c)

Main learning objective: Draw John Smyth's mystery fish

Lesson plan ideas, activities and resource sheets

INTRODUCTION: 10 minutes

- Explain to the class that they are going to be using their imagination to invent a fish that was once caught in the Severn Estuary. Explain that they can use any art techniques they like to paint, draw or model their chosen fish (depending on resources available). Explain that although we know what these fish were called ('Thornpole', 'Barne', 'Horncake', 'Roncote' and 'Sea tad'), today nobody knows what type of fish these were, so we do not know what they looked like. Use '3.5a Background to John Smyth's Mystery Fish' to explain.
- Look at pictures of fish found in British waters and around the world to discuss possible features.

MAIN ACTIVITY: 40 minutes

- Provide the class with art materials.
- Set the class the task of drawing what they think John Smith's mystery fish might have looked like.

PLENARY: 10 minutes

- Move around the class and allow pupils to show their finished work and discuss why they chose the features that they did.
- The rest of the class listen and can ask questions or suggest improvements.

Suggested extension activities or cross curricular links:

- Use recycled materials to design the fish.
- The class join together to create a large sculpture of one or more of the fish which can be displayed against a suitable background.