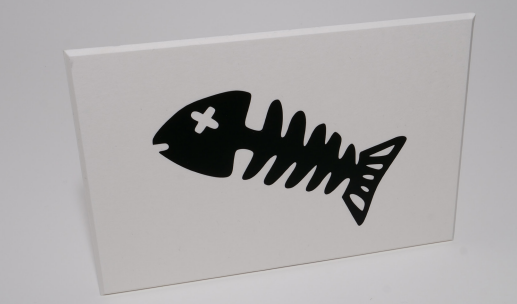


**Making a Sticker**



# Learning objectives

Students will learn how to create their own stickers. From making an image in the computer and cutting out using a vinyl cutter.

Learning objectives: Learn how to make the image using image software and cutting it in a vinyl cutter. Basic level knowledge that can later on be transfer to bigger ideas and also textile vinyl for fabric designs.

B&T dimensions and types covered

**Dimension**

* **3: Interest in new technology:** By making a vector file from an image and then being able to cut it out into a sticker the students explore new technologies possibly sparking new interstate and possibilities
* **7.** **Practical Orientation:** This activity focuses on visual work in a computer and then ending up with a sticker. Giving a feeling of completion similar to a hands-on learning activity.

**Type:**

* **Creative makers**: Through a practical task the learner can ignite their creative side, and develop more ideas.
* **Social Implementer:** Connect with reality
* **Doer: Actively make a ticker**
* Explorers: Ignite their curiosity to explore more possibilities

# Teacher Prerequisite Knowledge

The teacher(s) for this lesson need vinyl cutting experience. They also need experience with using 2D design programs like Inkscape and (or) Illustrator and ideally experience teaching them.

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Grade Level and recommended group sizes

* Intermediate school (3/4–5/6) from 8 to 12 years old. Group of 5 students
* Middle school / junior high school (grades 5/6/7–8/9) from 11 to 15 years old. Group of 8 students
* High school / senior high school (grades 9/10–12) from 15 to 17/18 years old. Group of 10 students
* 18 years+. Group of 14 students

Subjects

* **Technology**: Computer software knowledge to prepare file for vinyl cutter
* **Art**: working an image in a computer software
* **Mathematics**: Measuring and classifying materials based on conductivity.

Materials

**Materials Needed:**

* Vinyl cutting machine
* Computer with software (for example Inkscape)
* Paper, if students want to draw out their ideas
* Rulers and markers
* Tweezers

Duration

Session takes about 2 hours

Lesson Plan

Introduction (10 min.)

* Welcome students and explain the objective of the lesson.
* Ask everyone to open up a computer
* Show examples of stickers to show what they will be aiming for in the end.
* Emphasising it will be their idea they make in the end.

step-by-step development

**Designing (30 min.)**

* Students open up the computers and either make their own text (here is a good time to talk about copyright material)
* Provide students with information on how to navigate inside the design program.
* Make sure they have the cutting lines and measurement correct
* Proceed to make a pdf document
* Move to Vinyl cutter

**Cutting (20 minutes)**

* Select your vinyl material
* Learning opportunity here to learn how the vinyl cutter works
* Demonstrate the proper and safe use of the vinyl cutting machine.
* Use the vinyl cutting machine to cut out the designs

**Finishing Touches (30 minutes)**

* Show the student how to remove the excess vinyl material using tweezers or other useful tools the lab has.
* Show the student how to put transfer tape on
* Explain how they transfer the sticker on a surface when they come home

wrap- up & reflection

**Review and Showcase (15 minutes)**

* Have students share their finished stickers with the group.
* Discuss the process and any challenges faced.
* Encourage students to think of other ways to use the stickers creatively and also the possibility of making design out of textile vinyl.

**Cleanup (10 minutes)**

* Ensure all materials and tools are properly cleaned and stored.
* Make sure the workspace is tidy.

Extension activities

This activity can be a great start to spark interest in vinyl cutting. Next steps would be to design their own image in a computer software or to draw it on paper and transfer over to the computer.

Moving the designs to textile vinyl can also be an interesting evolution progress.

Additional Resources

Power point, downloadable files, derivables, links, etc.