

A LOBSTER TELEPHONE

Level: Primary 3rd Year (Natural Science)

Time: 3 sessions

Materials:

- ✔ an egg box
- ✔ red and black paint and a paintbrush
- ✔ four red pipe cleaners
- ✔ scissors
- ✔ hole punch
- ✔ plasticine

Salvador Dalí



Getty Images / AFP PHOTO / William WEST

FUN FACTS

- ✔ Salvador Dalí loved making money. He would do anything for money. He designed the *Chupa Chups* lollipops logo and the 1969 logo for the *Eurovision Song Contest*.
- ✔ He was famous for his curly moustache. Yoko Ono paid \$10,000 for a hair from it.
- ✔ Dalí liked to shock people. He once gave a talk in a deep-sea diving suit. He once arrived for a talk in a car full of cauliflowers.
- ✔ To make himself more creative, he would sit in a chair holding a spoon above a plate. As he was falling asleep, he would drop the spoon onto the plate which would wake him up. He then wrote down his dreams.
- ✔ He had lots of famous friends, including Elvis Presley, John Lennon, David Bowie, Pablo Picasso and Sigmund Freud.



**Basic description:**

During today's session we will create a sculpture based on Salvador Dalí's lobster telephone. We have to tell the pupils in advance to bring the necessary materials, in this case, an egg box, to make their work of art. We will start by presenting the artist Salvador Dalí. We will ask what facts the pupils know about him. Also could be interesting introduce pupils the old types of telephones used at his time. After this short introduction, we will explain the steps to follow.

Lesson Plan:

First session: (15 min) Explain and talk to your children about Salvador Dalí.
(30 min) Steps 1-3 should be completed in the first session.

Second session: (45 min) Steps 4-7 should be completed in the first session.

Third session: (30 min) Step 8 should be completed in the second session.
(15 min) Close the session with a game related to the topic.

Game:

Play a game identifying basic machines. Put children into teams and give them these words: *inclined plane, wedge, lever, pulley, wheel and axle, screw and gears*. Ask each group to come up with as many everyday objects which are examples of these machines, e.g. clock (*gears*), screwdriver (*screw*), seesaw (*lever*), etc. The team with the most examples wins.

Learning Outcomes:

- ✔ Knows the names of simple machines and give examples.
- ✔ Makes three-dimensional works with different materials planning the process and choosing the best way of doing it.

Step
1



Cut the egg box in half to make the lobster's body.

Step
2



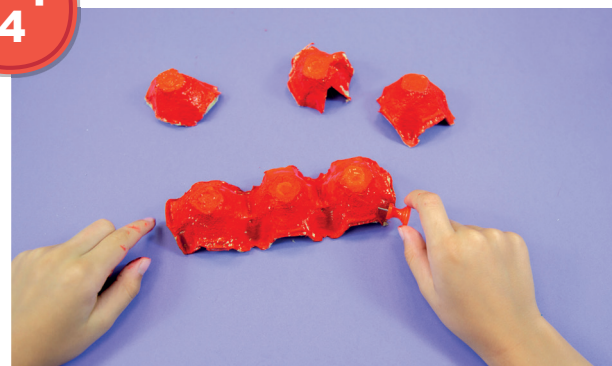
Cut two cups in half to make the claws and tail.

Step
3



Paint them red.

Step
4



Make four holes on either side of the body.

Step
5



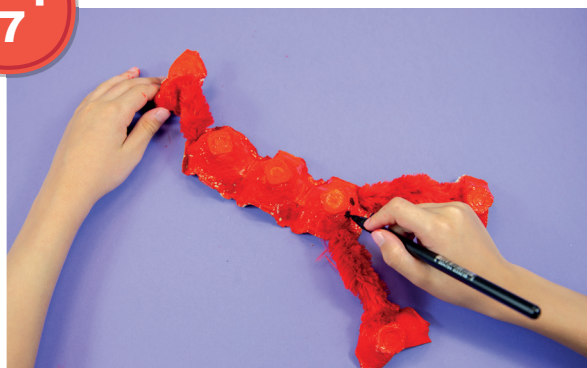
Put the pipe cleaners through the holes to make the legs.

Step
6



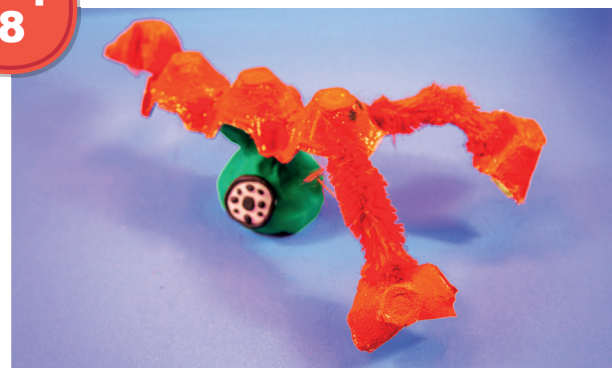
Attach the claws onto the front legs and the tail onto the body.

Step
7



Paint the eyes black.

Step
8



Make an old telephone out of plasticine. Put your lobster on top.