

CoCreative Arts SEL Lesson Plan

4 Shapes • 4 Thinkers • 1 CoCreative Project

Lesson Objective

Students will:

- Identify their dominant thinking style
- Express it through geometric drawing
- Collaborate in a balanced group
- Experience interdependence through art

SEL Focus

- **Self-Awareness** → “How do I think?”
- **Social Awareness** → “How do others think?”
- **Relationship Skills** → “How do we work together?”
- **Interdependence** → “We need each other.”

STEP 1 — Identity: Choose Your Thinker

Introduce:

-  Sphere → Big Picture Thinker
-  Cube → Logical Thinker
-  Cone → Detailed Thinker
-  Cylinder → Process Thinker

Students reflect and choose:

👉 “Which one feels most like me?”

STEP 2 — Individual Drawing

Students draw **their shape only**.

Focus:

- Accuracy
- Care
- Ownership

Prompt:

“Draw your thinking style.”

Optional reflection (written or verbal):

- Why did you choose this shape?
 - What feels natural about it?
-

STEP 3 — CoCreative Group Formation

Students form groups of **4 different thinkers**:

- ✓ 1 Sphere
- ✓ 1 Cube
- ✓ 1 Cone
- ✓ 1 Cylinder

If duplicates:

- Students negotiate roles or stretch into a new thinker type

STEP 4 — CoCreative Art Project

Assignment:

Create **one unified artwork** that includes all 4 shapes.

Roles Naturally Emerge:

-  Sphere → Vision / composition / flow
-  Cube → Structure / layout / perspective
-  Cone → Detail / refinement / accuracy
-  Cylinder → Process / sequencing / building

Project Options:

- Abstract composition
- Perspective room with objects
- Symbolic “world”
- Sculptural drawing
- Collaborative mural

STEP 5 — CoCreative Reflection

Group Reflection in the Artists Circle:

- What was easy in working together?
- What was challenging?
- Which thinker helped the group most — and how?

Individual Reflection:

“What did I learn about myself?”

Lesson Structure

Opening (10 min)

- Show 4 shapes
- Ask:
“Which one feels like you?”

Students choose their dominant thinker.

Skill Practice (30–40 min)

Students draw all 4 forms:

1. Sphere (value + light)
2. Cube (planes + perspective)
3. Cone (ellipse + point)
4. Cylinder (ellipse + rotation)

Focus:

- Geometry = thinking
- Drawing = understanding

CoCreative Reflection (10–15 min)

Prompt:

- Which shape was easiest?
- Which was hardest?
- What does that say about how you think?

Integration Activity

Students create a composition using all 4 shapes interacting:

Example:

- A cube structure
- With spheres floating
- Cones directing movement
- Cylinders connecting forms

Why This Lesson Is Powerful

This is not just drawing.

This is:

- Identity
- Awareness
- Cognitive diversity
- Math made human

Students feel:

“I’m not bad at this... I just think differently.” This lesson becomes:

- ➡ Entry point into Geometry Drawing
- ➡ Foundation for Perspective
- ➡ Bridge into Spatial Intelligence
- ➡ Gateway into Animation / 3D

Grading Rubric

Criteria	4	3	2	1
Form Accuracy	Strong 3D illusion	Mostly correct	Some distortion	Flat
Line Quality	Clean, confident	Slight wobble	Uneven	Messy
Understanding	Clear connection to thinking style	Some connection	Minimal	None
Reflection	Insightful	Clear	Basic	Incomplete

Student 1-Page Handout

Title: 4 Shapes • 4 Ways of Thinking

Content:

- Draw each shape
- Label your thinker type
- Write:

"I am strongest as a _____ thinker."

"I grow when I practice _____. "Circle One:
Sphere / Cube / Cone / Cylinder

Draw Your Shape:

[space]

Write:

"I think like a _____."

"In a group, I help by _____."

Group Work

Find:

- One Sphere
- One Cube
- One Cone
- One Cylinder

Create one artwork together that uses all 4 shapes.

Student Hand Outs

4 Shapes • 4 Kinds of Thinkers

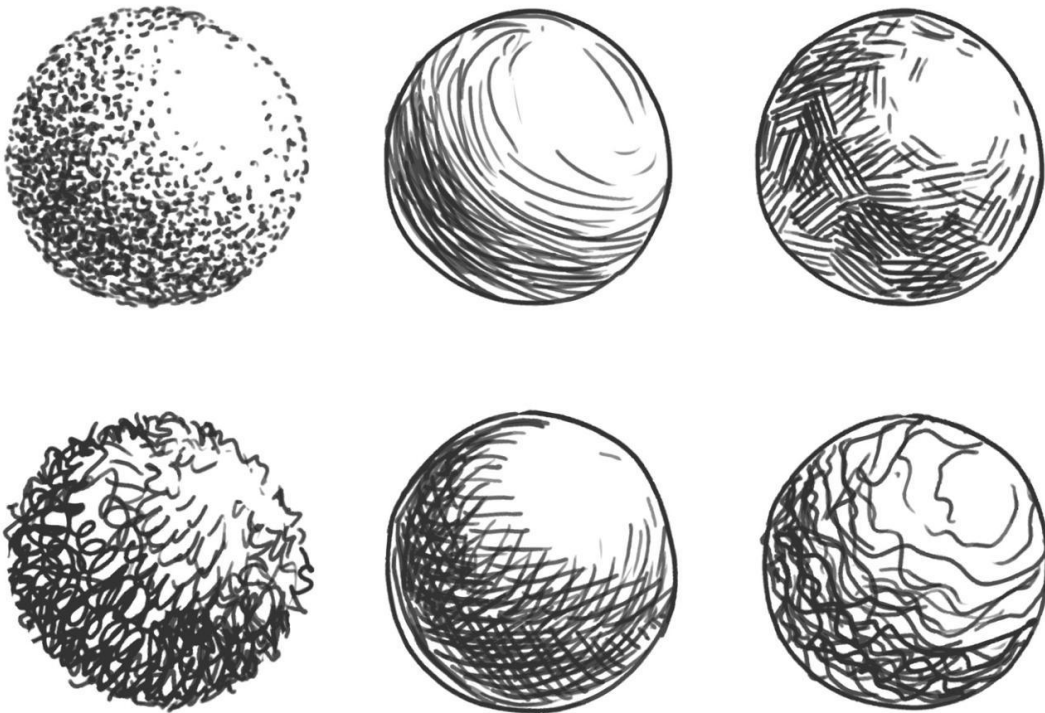
Geometry as Identity + Spatial Intelligence

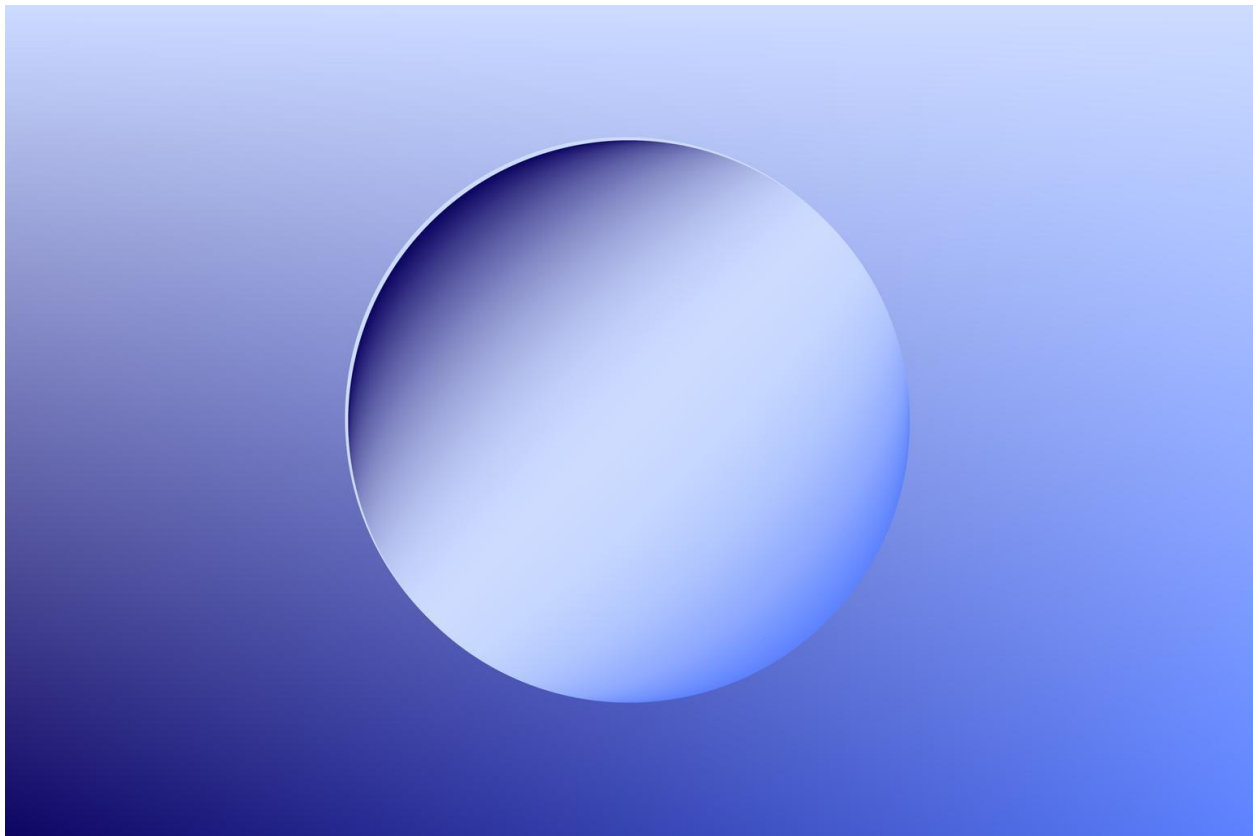
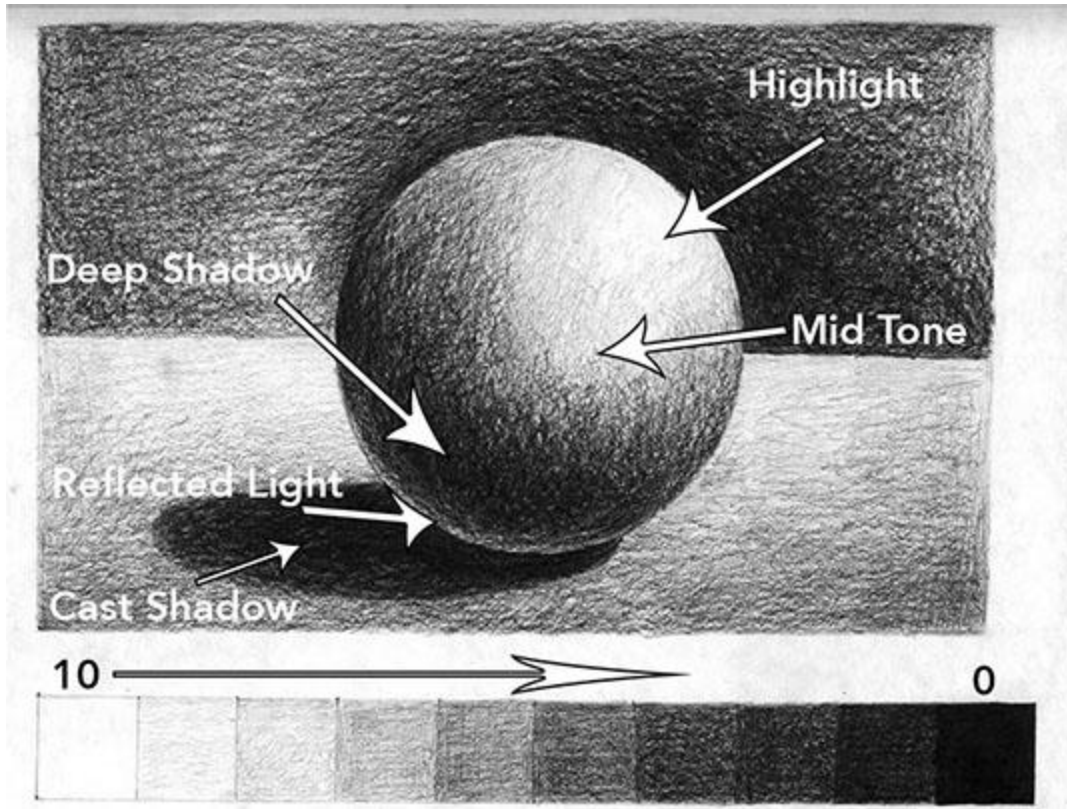
The Core Teaching

“We all think differently — and geometry helps us see how.”

Students are introduced to **4 shapes as 4 ways of thinking**:

Sphere — Big Picture Thinker





Sees:

- The whole
- Flow
- Energy
- Possibility

Strengths:

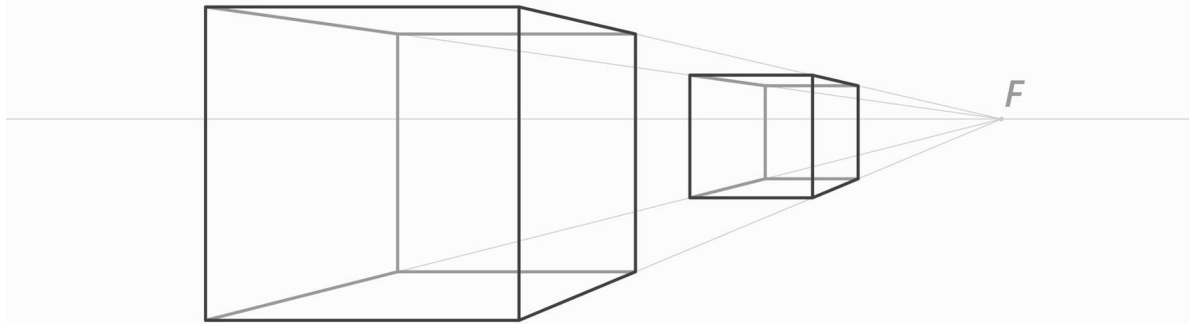
- Visionary
- Intuitive
- Creative

Growth Edge:

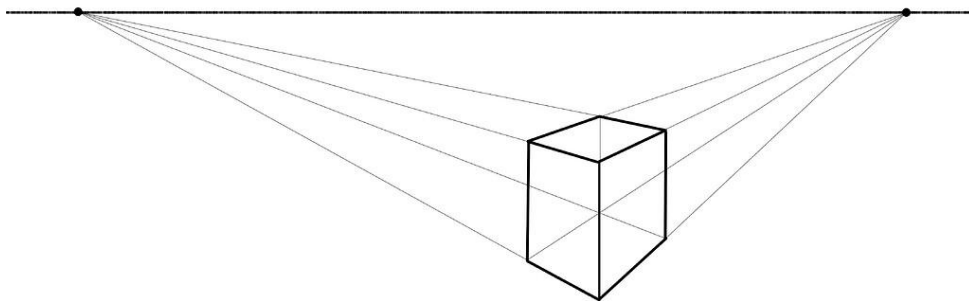
- Needs structure
- Can lose focus

Cube — Logical Thinker

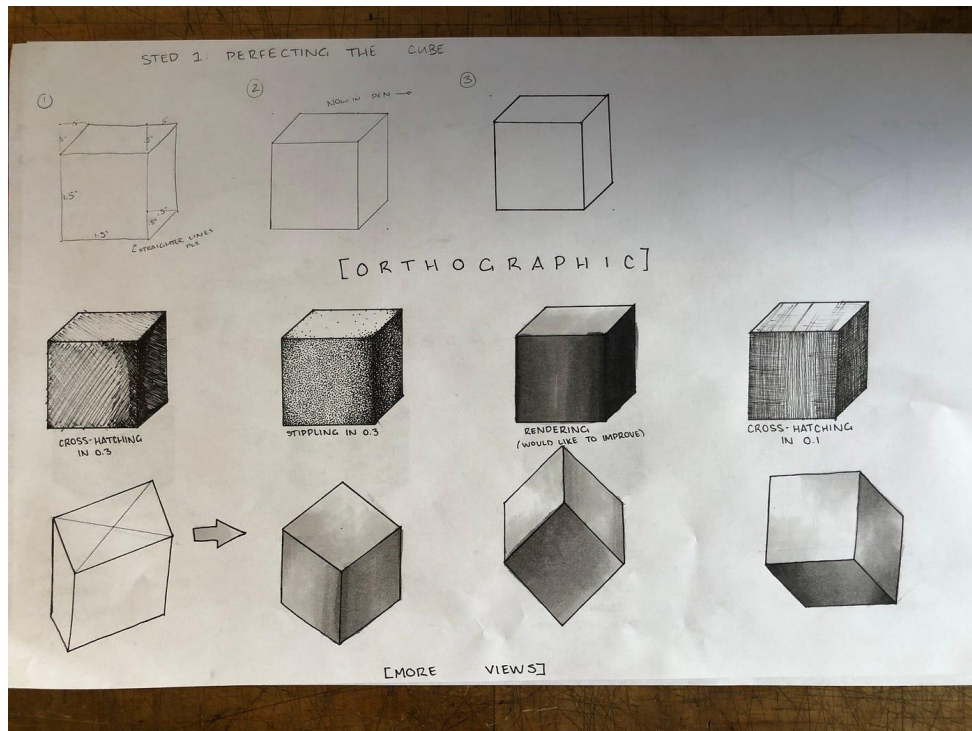
HOW TO DRAW CUBE IN PERSPECTIVE



1-Point Perspective



2- point perspective



Sees:

- Order
- Systems
- Straight lines

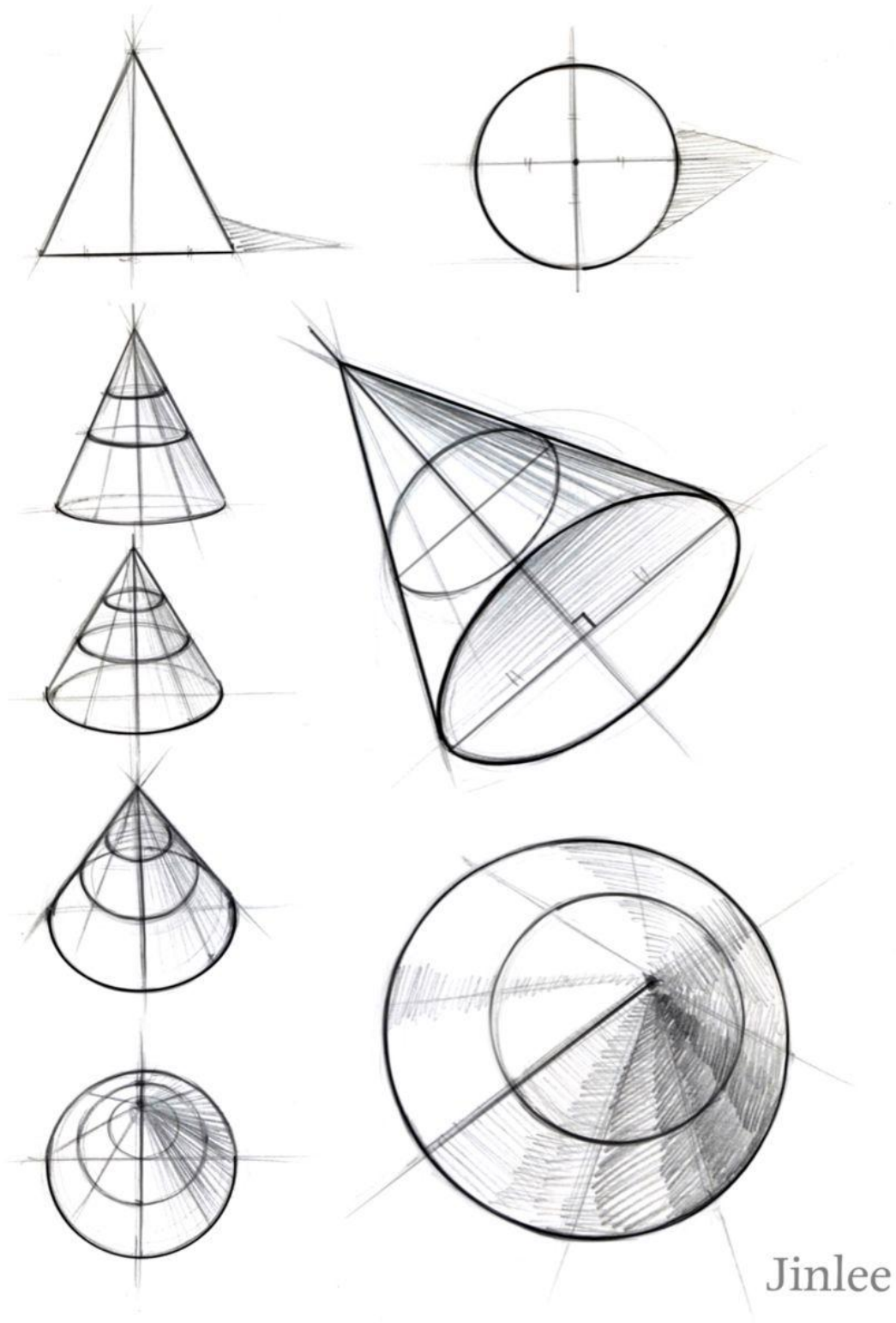
Strengths:

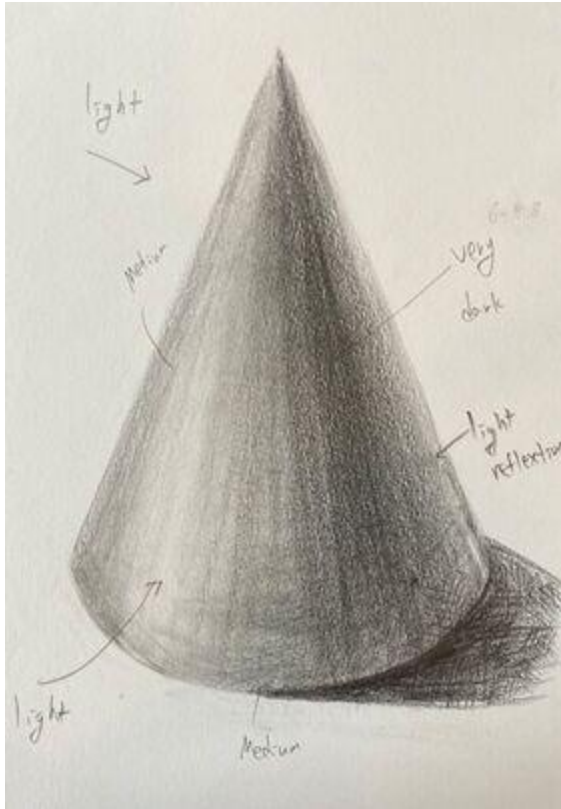
- Organized
- Grounded
- Clear

Growth Edge:

- Can become rigid
- May resist flow

▲ Cone — Detailed Thinker





Sees:

- Specifics
- Precision
- Fine details

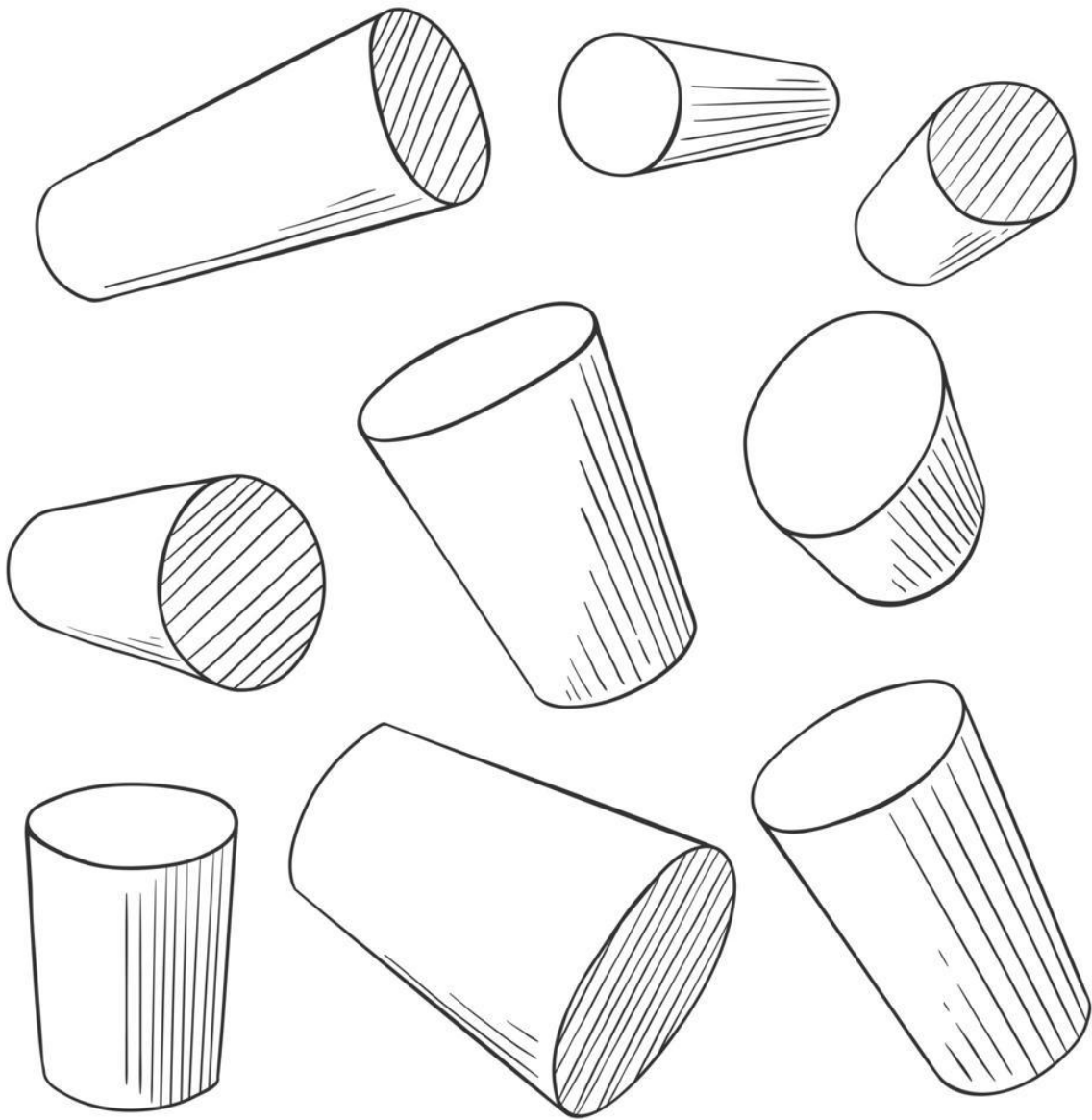
Strengths:

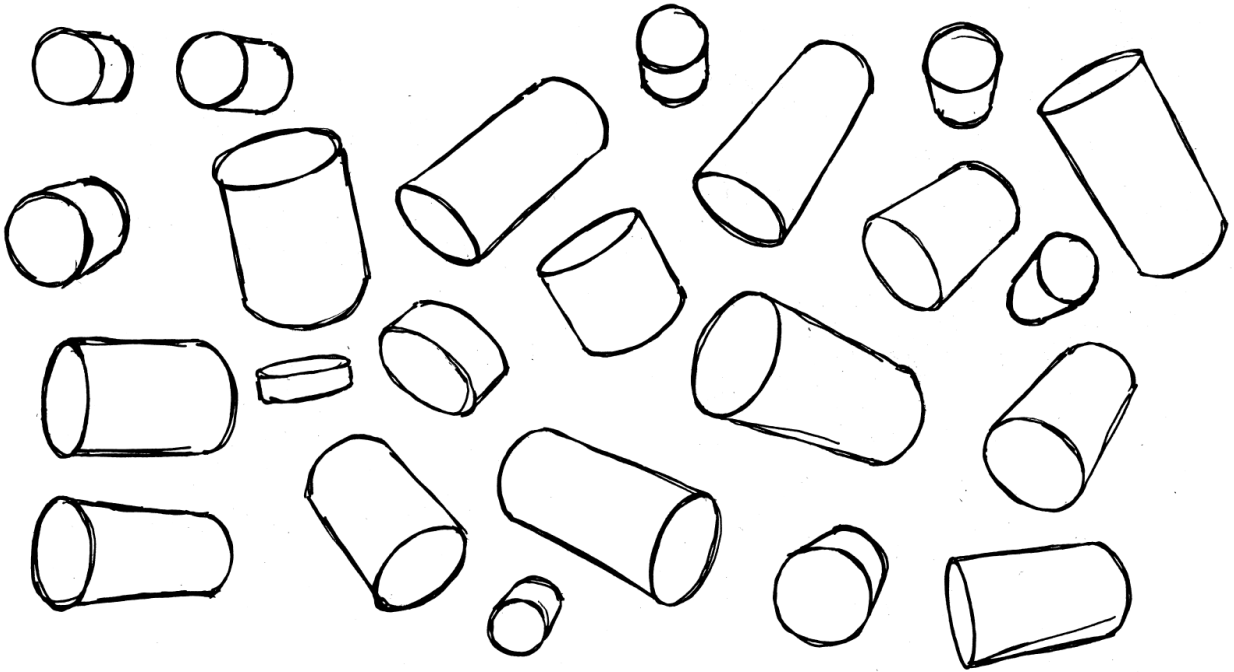
- Careful
- Observant
- Accurate

Growth Edge:

- Can over-focus
- May miss the whole

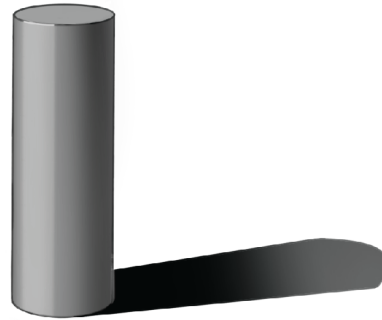
Cylinder — Process Thinker



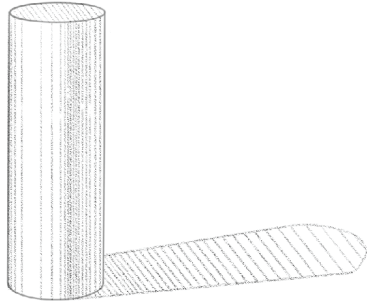




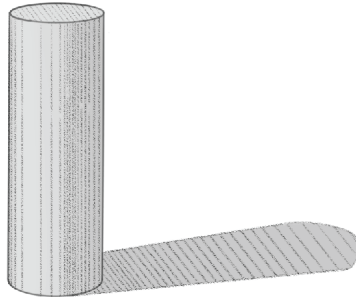
Sketched and Shaded
on Tablet



Sketched on Tablet



Shaded by hand



Shaded by hand on
solid flat backfill

Sees:

- Movement
- Transformation
- Steps over time

Strengths:

- Builder
- Patient
- Understands progression

Growth Edge:

- Can get stuck in process
- May delay completion

The CoCreative Insight

No one is just one shape.

We are:

- A Sphere when we dream
- A Cube when we organize
- A Cone when we refine
- A Cylinder when we build

The goal is integration.

This lesson:

- Validates different intelligences
- Builds empathy through structure
- Makes collaboration **necessary, not optional**
- Turns geometry into identity

And most importantly:

Students experience:

“I’m not wrong — I’m just a different kind of thinker.”

Rubric

Criteria	4	3	2	1
Shape Drawing	Strong form & clarity	Mostly accurate	Some distortion	Unclear
Participation	Fully engaged	Mostly engaged	Some participation	Minimal
Collaboration	Supports group fully	Works well	Some difficulty	Disengaged
Reflection	Insightful	Clear	Basic	Incomplete

This becomes the foundation for:

Geometry Drawing Course • Perspective Units

Spatial Intelligence Training • Animation / 3D Pathways