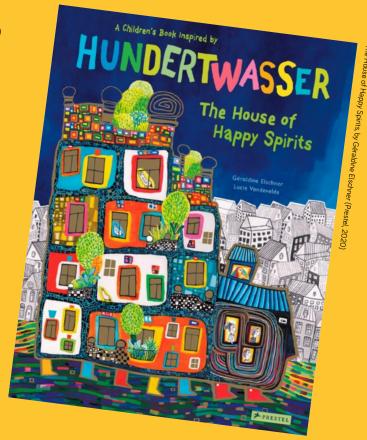
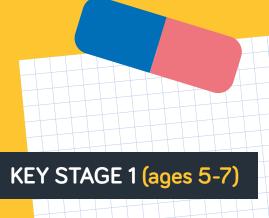
House of Happy Spirits Lesson Plan

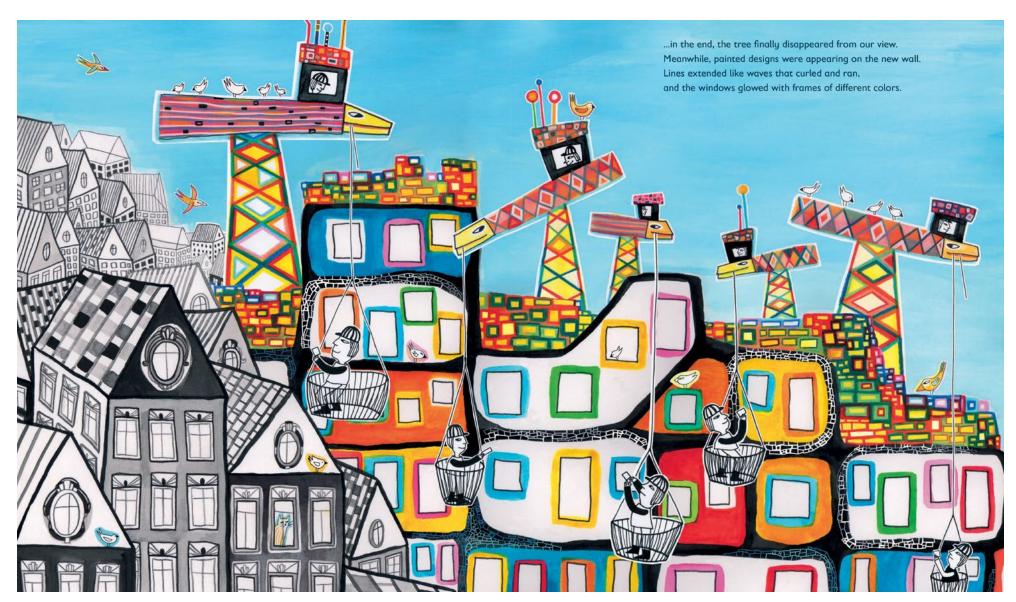
Learning outcomes:

- Learn how to critique and review a text
- Understand how colour and nature can be used in architecture
- Learn about the architect Friedensreich Hundertwasser
- Use inspiration from architects' designs to create your own colourful house.









Text by Géraldine Elschner, illustrations by Lucie Vandevelde © Prestel



Learning tasks

Time	Task	Materials needed	Curriculum or skill development
5 mins	Ask the following questions; • What colours are buildings usually? • Can you think of any colourful buildings?		Introduce the topics covered in the book they will be studying.
10 mins	 Read the book out loud to students. Try and draw attention to; Front cover – what hints are there about the story? Use of colours. Point out how the colours get brighter and more brilliant as the story progresses Ask what things pupils can spot – again try to show pupils how there are more trees and animals as the plot progresses. 	The House of Happy Spirits.	Comprehension Develop pleasure in reading, motivation to read, vocabulary and understanding by; Istening to and discussing a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently.
5 mins	 Discuss as a class the following things; What was the story about? What happened? How was the House of Happy Spirits different to the other characters' houses? Was there a message in the story? Do you think the author liked nature? Did you learn anything from the story? 	The House of Happy Spirits.	 Reading discussing the significance of the title and events making inferences on the basis of what is being said and done participate in discussion about what is read to them, taking turns and listening to what others say explain clearly their understanding of what is read to them.





Learning tasks

Time	Task	Materials needed	Curriculum or skill development
15 mins	Explain how stories always have a beginning, a middle and an end. Ask the students to draw the most important things they think happened at each stage with key words included.	Story Stages Sheet or blank A4 paperColouring pencils/pencils.	Understand the format of stories and use their judgement to pick out the most important parts of a story.
25 mins	Ask pupils to complete the Review Card for The House of Happy Spirits Optional – record students talking about the book for a more detailed review. Ask them to say whether they liked the story, what their favourite bits were, what they didn't like, if they liked the pictures etc.	 Review Cards Pencils Ipad/dictophone. 	 Writing sequencing sentences to form short narratives re-reading what they have written to check that it makes sense develop their understanding of the concepts by leaving spaces between words joining words and joining clauses using 'and' beginning to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark. Handwriting sit correctly at a table, holding a pencil comfortably and correctly begin to form lower-case letters in the correct direction, starting and finishing in the right place form capital letters.





Learning tasks

Time	Task	Materials needed	Curriculum or skill development		
10 mins	Show pupils examples of colourful architecture. Try and get them to say which buildings they like and why.	Examples of colourful architecture.	 Pupils learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 		
25 mins	Ask pupils to create a painting of a colourful house they would like to live in. Ask them to think about why they are choosing certain colours - are they favourite colours, or colours that make them calm or happy. You may want to get them to draw their idea first before getting the paints out!	Plain PaperPaints and paintbrushesPencilsApronsTable protectors.	 Writing to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. 		
5 mins	Ask pupils to share their designs	Drawings.	Share their ideas in a verbal format and let others give their view and opinions about something.		
10 mins	Tidy and Clean Up				





Story stages

Draw something important from the beginning, middle and end of The House of Happy Spirits.

Beginning

Middle

End

Review card



Book title			

Author(s)

Overall rating:



Illustrations



Content



Length



Would you like to read it again?



٧	What do you think the book is about?
•	
•	
•	
•	
•	
•	
•	
•	
•	
•	

Review card

What did you think about the book

I	/	Tick all that you agree with and write why
I	√	rick all that you agree with and write why

	••••••••••••••••
It was funny	I liked it being read to me
It was easy to understand	It was boring
It was interesting	It was difficult to understand
I wanted to know what happened next	I wanted to read something else
I learnt something new	I didn't like the colours
It had lots of things to spot	I lost interest halfway through
I liked the colours	The pictures didn't make sense
I liked the pictures	

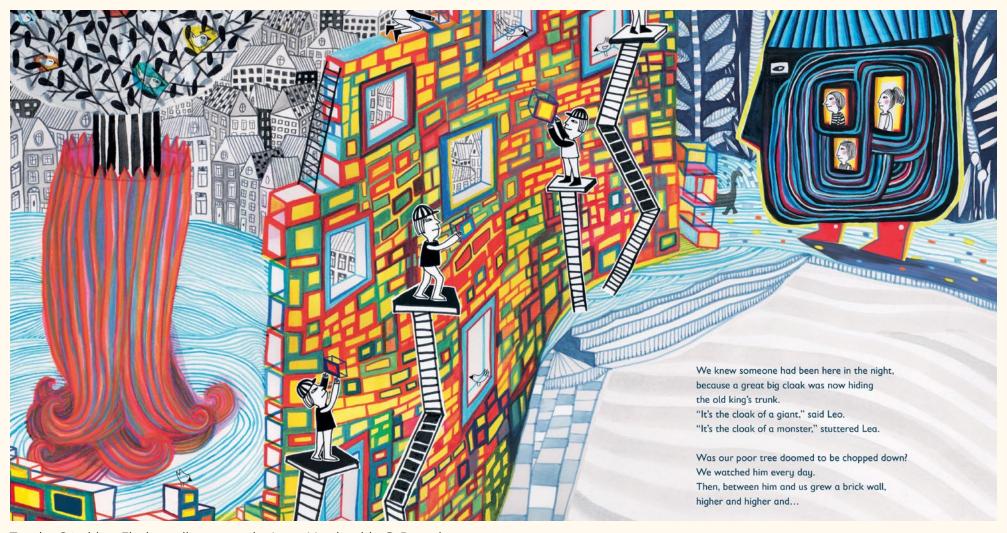




Oo you have any other comments about the book?							
• • • • • • • • • • • • • • •	• • • • • • • • • • • • • • • • • • • •	••••••	• • • • • • • • • • • • •	• • • • • • • • • • • • • • • • • • • •	• • • • • • • • • • • • • • • • • • • •	• • • • • • • • • • • • •	• • • • • • •







Text by Géraldine Elschner, illustrations by Lucie Vandevelde $\ \ \, \ \ \,$ Prestel



The House of Happy Spirits was inspired by Hundertwasser House in Vienna. It was designed by the architect Friedensreich Hundertwasser. He was born Jewish but was baptised Catholic before WW2 broke out. He hated straight lines. He called them godless and immoral but was fascinated by spirals.

Friedensreich was an Austrian artist and architect who loved the environment.

His actual name was Friedrich Stowasser but he used this name for his work.

He designed many buildings. His work uses lots of bright colours, refers to and protects nature, and uses lots of curves and spirals. He disliked many rules and styles architects of his time used.



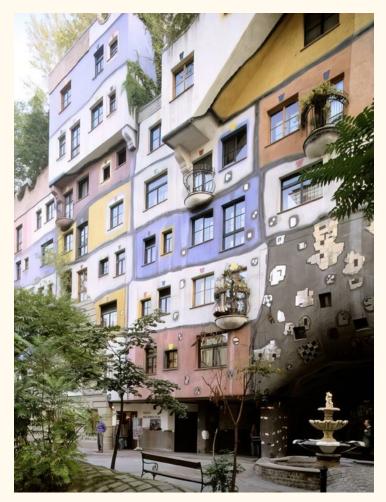


Have a look at these colourful buildings by Hundertwasser.

- Would you like to live in a building like this? Why/Why not?
- What do you think the building is?Why do you think the architect wanted to make it colourful?
- Do the colours make you feel any emotions?

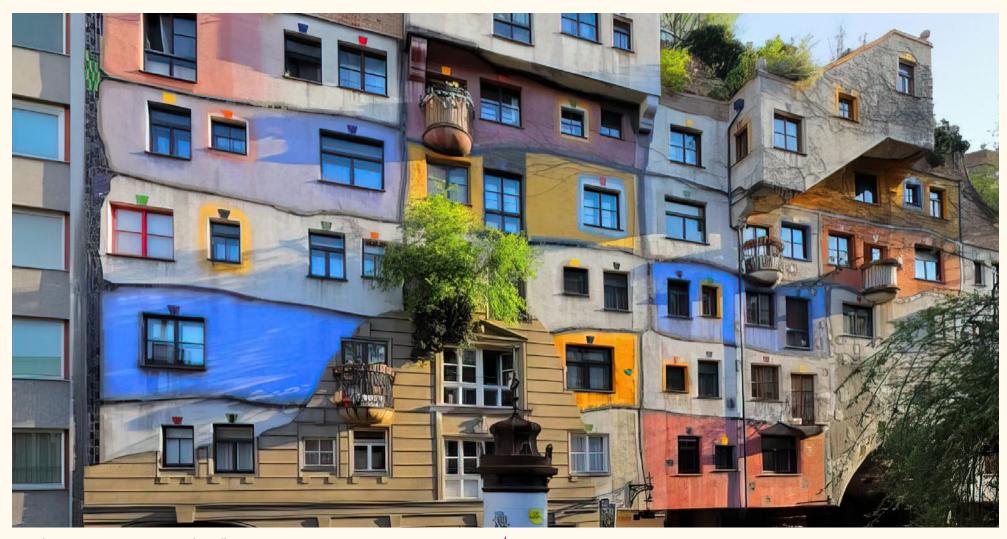


Friedensreich Hundertwasser © RIBApix



Hundertwasser House, © RIBApix





Hundertwasser House, © Widewalls

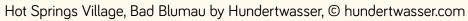




Heating plant Spittelau by Hundertwasser, © Wikimedia Commons











Wohnen in den Wiesen Bad Soden, by Hundertwasser, © Wolfgang Maennel



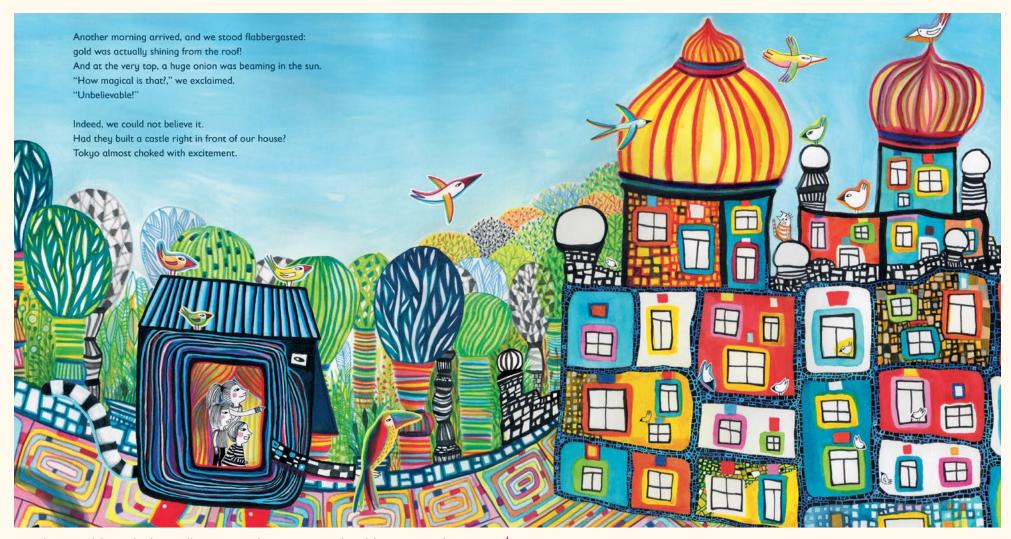


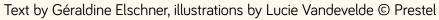
Kuchlbauer Tower, by Hundertwasser, © Wikipedia



Ronald McDonald Kindervallei, by Hundertwasser, © Wikimedia Commons

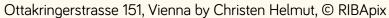






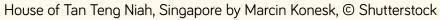




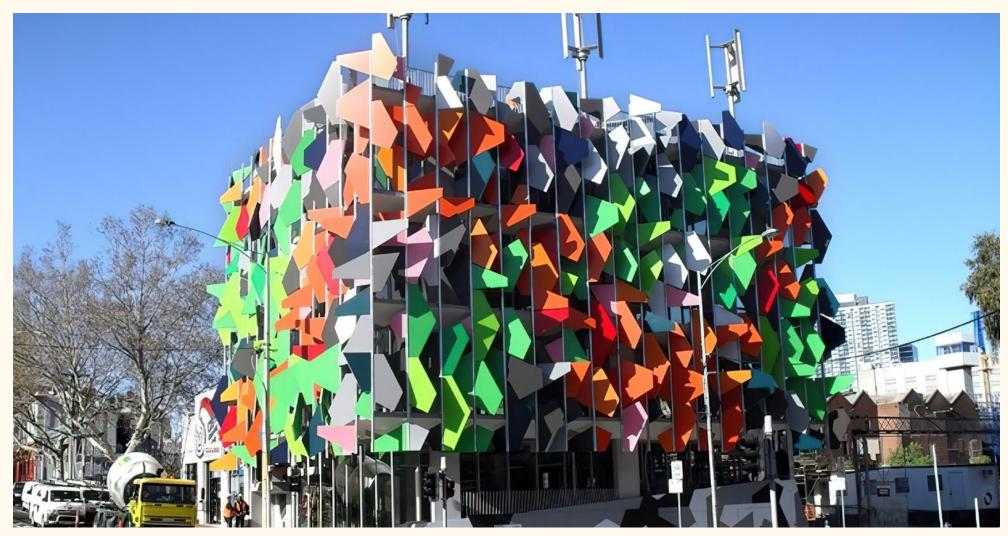


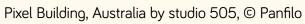
















Sugamo Shinkin Bank by Emmanuelle Moureaux. Daisuke Shima/Nacasa & Partners. © Emmanuelle Moureaux Architecture + Design





