



ARTS PLUS+

LESSON

HOW TO CATCH A MERMAID

Written by Adam Wallace | Illustrated by Andy Elkerton

Integration Themes:

Art, Literature, Science, Technology, Engineering, Arts, and Mathematics (STEAM), and Social and Emotional Learning (SEL)

Summary:

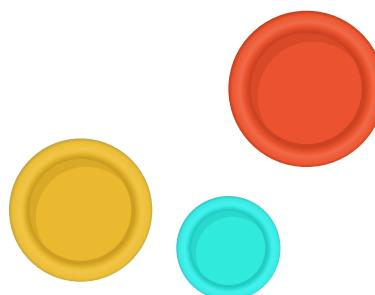
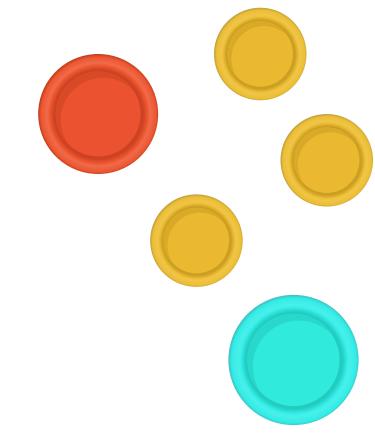
It takes mirrors, crowns, pearls, and being resourceful to trap a super smart and knowledgeable mermaid in this fun, undersea adventure.

Materials:

Cardboard or cardstock, plastic caps/pieces/packaging, scissors, glue, water based sealer, and sticks.

Directions:

1. Draw (or download fish illustration) a fish onto cardboard. Cut out the fish.
2. Assemble your plastic pieces and arrange on fish.
3. Glue. Let your fish dry overnight and then apply one coat of the sealer.
4. Attach stick to the back of the fish.



10" 5COMP
FIBER TRAY

