



Toyota Dream Car Contest (2 hour exercise)

Brief:

Students are asked to imagine the future with dreams of things they wish would exist or happen.

- They are asked to design a “dream car” that solves problems or improves things that catch their attention in their daily lives.
- While designing the car, they should think about how the car moves and how it solves problems.
- They should draw the environment where their car will be used.
- They should imagine and draw how solving the problem will make life easier for the people, animals, or plants.

Examples of problems:

- I am stuck at traffic jams all the time. I want to find a solution so I can go and play at my friend’s house more often
- I get to see the sea only from the beach side. I want to explore the marine life through a big window.
- Pollution is destroying animal habitats.

Examples of how solutions are created for these problems:

- I am stuck at traffic jams all the time. I want to find a solution so I can go and play at my friend’s house more often. I’m thinking of a flying car. What kind of shape should it be? If the wings could be put away, you could drive it on roads too....
- I get to see the sea only from the beach side. I want to explore the marine life through a big window. It would be amazing if we could take pictures and drive it to deep places!”
- Pollution is destroying animal habitats. I want to design my car to have a crane so it can pick up garbage in the sea.

Teacher’s task:

- Ask students questions to help think of collective or personal problems
- Encourage them to share the ideas among each other
- Help them visualize the solution: How their dream cars can help them solve these problems. Eg: What shape does it have, and what does that shape do. How does it move, and what does that movement accomplish. Such questions help students visualize the shape and movements of their car and act as support for the expression activity
- Teach students about composition; let them know that they don’t have to

draw the car in the middle, but can change its angle of inclination, position on the paper, etc.

- Ask the children to draw the environment in which the car will be used in as much detail as possible.
- Teach the kids how to mix the colors and create lighter and darker shades, so as to make the car stand out from the lighter background.

Filling the application form:

- Kids should fill out the application form.
- They should give their work a name that will convey what situation the new car will improve. Eg: Since my car cleans up pollution in the ocean and makes it easy for creatures to live there, I'll name it the 'Ocean Cleaning Car'.
- They should write the reasons for drawing their picture. Eg: The reason I drew it is because if the beach in my town becomes cleaner, I'll be able to swim in it.

Judging criteria:

The artworks should be judged and scored based on the below criteria. A separate scoring sheet will be provided to all teachers.

1. **Message:** Are the theme and concept expressed clearly and easily to understand?
2. **Uniqueness:** Are dreams and future expressed with a unique viewpoint?
3. **Art characteristics:** is the design drawn and expressed solidly? (struture, color, and technique)

Examples of winning artworks:



