

Mugs

Materials

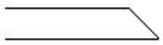
- Clay
- Slip
- Paintbrush
- Fork
- Cutting Tool
- Sponge
- Template & Scissors
- Source material

Terms

Score: Scratch hatch marks on clay joint. It is an important part of joining clay pieces together.

Slip: A mixture of clay and water. The “glue” when you are joining pieces of clay together.

Bevel: To reduce a square edge of an object to a slopping edge. This is done to increase the surface area of the edge for a stronger, more secure connection.



Cylinder: A solid (or sometimes hollow) geometric figure with straight parallel sides and a circular or oval cross section.



Directions

1. Using a pair of scissors, cut out the template. Cut across the line in the middle of the page and the circle.



2. Place the template on the slab of clay as close to the edge as possible, not in the middle of the slab. Use your cutting tool to cut along the template. Set aside the excess clay.



You will need the rectangle and circle to start creating the mug.



3. Hold your cutting tool at a 45-degree angle and press along the side of your slab. This will create a bevel on the side of your slab.



4. Using your cutting tool or a fork, score the area you just beveled.



5. Grab the circle slab of clay and score along the outside of the circle.



6. Using your paintbrush apply slip the scored beveled edge of clay and along the scored edge of your circle.





7. Gently pick up the rectangular clay slab and place the scored and slipped area along the *edge* of the scored circle to create a cylinder shape.



8. After you have gently pressed the slab into the circle shape and created a cylinder, score and slip the overlapping clay.



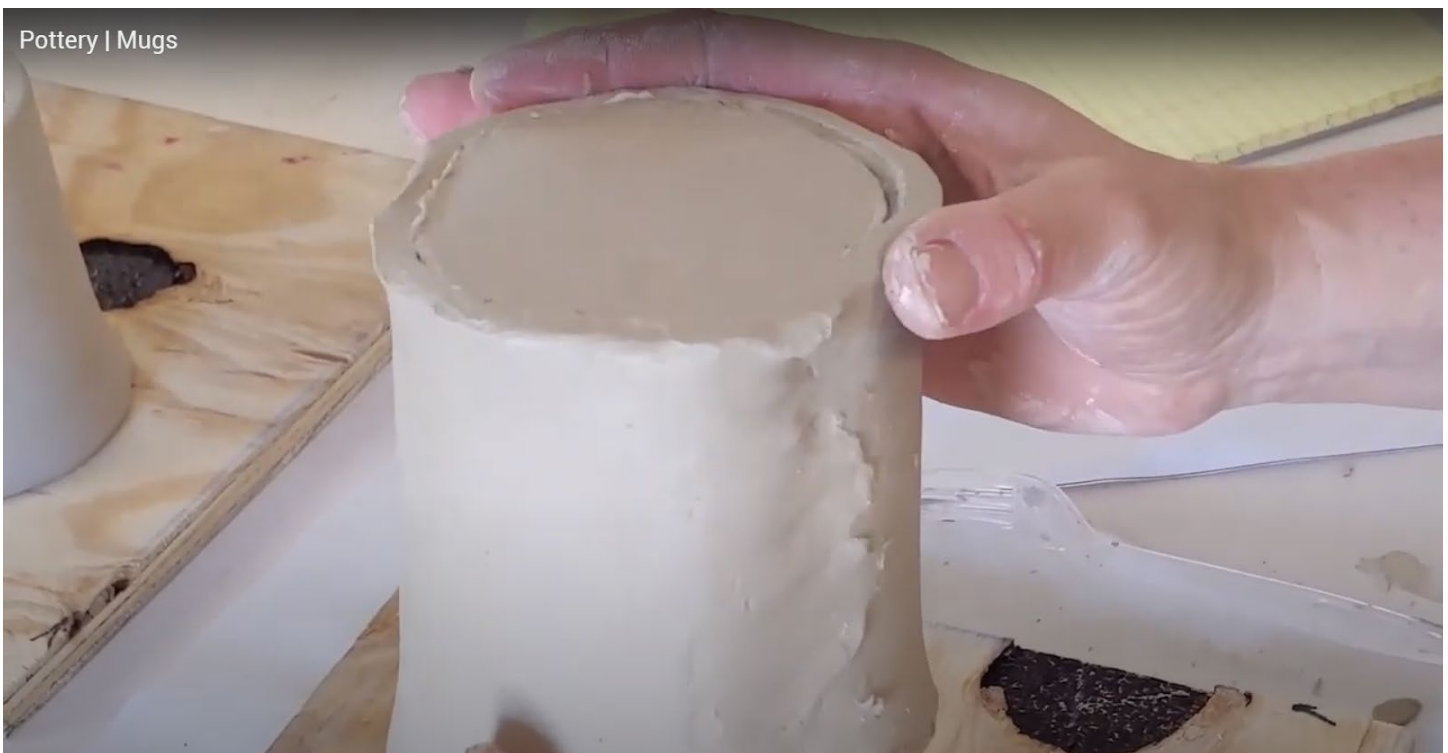
9. Use one hand to support the inside of the clay and the other hand to push the clay from the outside into your hand creating a strong seam.



- 10.** Use one hand to support the inside of the clay and the other hand to smooth out the seam on the outside and inside of the cup.



- 11.** Flip your mug upside down to press and smooth the clay together, closing the seams.



- 12.** Using your finger and/or a damp sponge, smooth out the lip/rim of the mug. Once you have smoothed out all of the connections and the lip/rim of the mug, let the mug set up for about an hour to stiffen to leather hard.



- 13.** Once your mug is leather hard, grab the excess clay and cut a strip. This strip will become your handle.



- 14.** Run your fingers along the edges of the strip to smooth it out. Flip the strip over and smooth the edges of the other side.



- 15.** Grab your cylinder and pick the side you want to have your handle attached too. Score two sections one towards the top of the cylinder and one towards the bottom.



16. Score the front side of the top of the handle.



17. Flip the handle over and score the bottom part of the handle on the back side.



18. Add slip to the scored areas on the mug and the handle.



19. While holding the handle in your hand, attach the top part of the handle to the mug.



- 20.** Using one hand to support the cylinder from the inside, press the top part of the handle into the mug to ensure a strong connection. Then pick the mug up, supporting the inside, and attach the lower part of the handle to the cylinder. Make sure the handle looks lined up and not crooked.



- 21.** Once the handle is attached, let the mug set up for about another hour.



22. Once the mug is leather hard, ensure all of the edges and seems are smooth. You can add an emblem to the mug, textures, write your name, etc! Remember if you add clay to the mug, to slip and score the additional clay.



Clean-Up

1. Put your initials on the underside of one of your pedals.
 - you may need a parent to help
 - make sure you can read your initials
 - use all 3 of your initials. Mine would be LMM
2. Keep your project inside of the paper bowl and place the project on the board provided.
3. Wipe down mat with the sponge provided and roll it up
4. Clean off tools
5. Place board and project in the grocery bag provided. This will keep it wet and allow for easy transport back to the studio. Place project in a safe place
6. Return all items to the studio when you pick up your next project
 - be careful when transporting project as it will be fragile