

GALAXY CHIP TILE



SUPPLIES

Form

- 6" Bisque Tile

Color

- SC-104 Grape Expectations
- SC-97 Cant-elope
- SC-11 Blue Yonder
- SC-6 Sunkissed
- SC-70 Pink-A-Dot

Decorating Accessories

- RB-106 Script Liner brush
- CB-604 fan brush
- CB-202 Detail Liner brush

Miscellaneous Accessories

- Sponge
- Toothbrush
- [Pattern](#)
- Water Bowl
- Crumbled dry Stroke & Coat glazes from leftover projects

GOALS/OBJECTIVES: Students will create their own colorful galaxy using a variety of glazing techniques.

GRADE LEVEL: Upper Elementary+

INSTRUCTIONS

1. Clean your properly fired 6x6 bisque tile with a damp sponge.
2. Base coat the tile with three coats of SC-104 Grape Expectations using a fan brush.
3. When the glaze has lost its shine, lay the pattern over the top of the tile.
4. Trace the pattern lines with a pencil using gentle pressure.
5. Remove the pattern. You should see an impression of the pattern lines in the glaze.
6. Using a toothbrush, dip and splatter SC-11 Blue Yonder, SC-6 Sunkissed, and SC-97 Cant-elope on the tile, trying to avoid the planet outlines.
7. Fill in the stars using 3 coats of a glaze color of your choice with a detail liner brush.
8. Mix SC-6 Sunkissed and SC-11 Blue Yonder to create a green. Fill in the smaller planet with 3 coats using the script liner brush. When the green has lost its shine add dot details with SC-70 Pink-A-Dot and SC-11 Blue Yonder.
9. Apply 3 coats of SC-11 Blue Yonder to the larger planet. When the glaze has lost its shine, add stripes of SC-97 Cant-elope and SC-6 Sunkissed.
10. Fill in the ribbon around the planets with SC-97 Cant-elope. While the 3rd coat is still wet, add the crushed-up chips of dry Stroke & Coat.
11. Allow the tile to dry.
12. Stilt and fire to shelf cone 06.

VARIATIONS: Apply base glaze and pattern before class, pre-mix mixed glazes. For more advanced students, have them come up with their own galaxy and planet designs. If time allows, it is easiest to apply the crushed chips if the only wet glaze on the tile is the ribbon around the planets.

