

Clay Director

Overview

The clay room is a fun, creative and definitely dirty place to play! Kids love to work on the wheel and create a variety of projects that they can bring home with them as a souvenir from the summer.

Before you arrive at camp, go over the supplies list with the Camp Director to ensure any materials you may want for the summer are purchased prior to your arrival.

Once you arrive, spend some time getting familiar with the clay room and ensure that the kiln is in working condition – try a few trial firings so you know how to manage this equipment properly before camper projects are underway. Note that the first few trial firings should be performed with our Chief Engineer, Ken or Libby.

Daily Tasks

At the start of each day, cut all blocks of clay needed for the first period so you are ready to begin projects as soon as the kids arrive. If you are loading the kiln that day, it is recommended that you do so during the first few periods in between helping kids, and have it fully loaded and turned on by noon. The kiln would then turn off around 10:00pm and it would have a 10-hour cool down time. The kiln can also be loaded at the end of the day or load the night before and turn on in the morning at breakfast. **Never have the Kiln on while unsupervised.**

At the end of each period, leave ample time for clean-up. The tables and wheels can quickly get covered in clay and as there is only one sink for all campers, it will require some time to get everything tidy. Clean-up of dust created by clay and glazes is very important and must be done carefully.

Programming

At the start of each week think of new and exciting clay projects for kids of all ages – while even the youngest camper can work on the wheel, some of them may find it challenging and choose to do non-wheel projects. Be ready with a handful of ideas that will excite a variety of kids. When working on the wheel, especially with beginners, remember that they will require a lot of one on one time, so plan to have a few projects that campers can do on their own.

Awards

More details about awards will be given to you at camp

Staff

Clay requires a great deal of personal attention as kids learn to master the wheel. Make sure you have enough staff to help on and off the wheel and help answer any questions that kids may have – they will have a lot! Encourage your staff to brainstorm on new and exciting

clay projects and get them involved on projects. This will increase their enjoyment at your activity and keep them involved with the kids. Do NOT let your staff use the kiln.

Safety

While we always encourage campers and staff to have fun at everything they do, safety is paramount. Please be careful when using any sharp clay tools and **NEVER allow any kids in the back room where the kiln is located.** The clay Director should ALWAYS wear proper gear while unloading the kiln. Please be careful with this piece of equipment.

Typical life of Clay Project

- 1) Day 1-2 - kids make main project
- 2) Day 3- 5 – main project is drying (in sun if nice out until white in colour) kids can create other small crafts in this time or use sculpty clay
- 3) Day 5 (ish) load items into kiln to leave over night - things can touch
- 4) Day 6 – turn on bisque before breakfast – slow bisque to avoid explosion – leave for 24 hours during this time, record temp hourly – take note if it heats up too fast
- 5) Day 7 - remove and glaze, reload into kiln end of day
- 6) Day 8 – turn on kiln before breakfast *** nothing can touch, don't glaze the bottom, put sitters under all glazed projects

Helpful Kiln Hints

- Make sure no glazed items come in contact with each other in the kiln.
- Remember to **record your firings.**
- Begin firing at or before 12 noon.
- If the handle is too hot to touch with bare hands, this means that the kiln is too hot to open.
- Don't put anything within an inch of the sensors inside the kiln.

Kiln Rules/ Notes

- **NO ONE** goes in kiln room! Not even curious staff members from Wood Shop, your best, best friend or your pet beaver. The floor in the kiln room moves. One person is okay. Two or three people might knock over the shelves inside the kiln while it's firing.
- Kiln Wash the shelves when there are bare spots/ every few weeks Two or three coats is sufficient.
- No paper inside the kiln. Damages the heating elements.
- Don't open the kiln during firing.

Project Notes

- No bubbles or totally enclosed forms that will make a pressure grenade inside the kiln.
- Make sure there is absolutely no glaze on the bottom of projects. Wipe with a damp sponge if necessary.

Project Ideas

Suggested Projects:

<https://www.pinterest.com/hj162809/tamakwa-clay/> - check it out!

Handbuilding (from pinch pot)

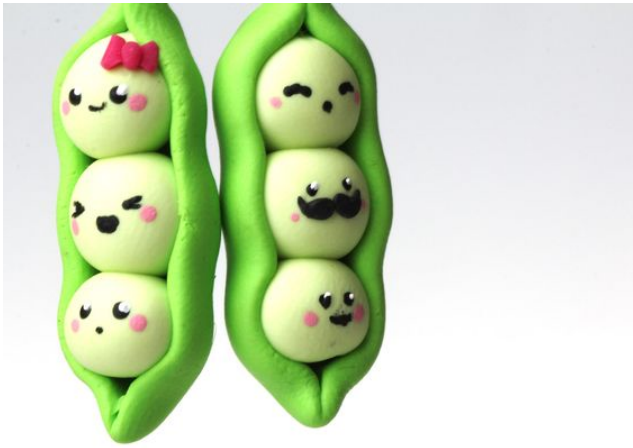
- Lanterns - pinch pot with lid and cut-out shapes
- Piggy Banks - 2 pinch pots for a body and head with a coin slot on top
- Handbuilt Crohery - mugs, cups, bowls, etc
- Totem Poles
- Cookie Jars
- Plaques - cabin, family, friends, etc... (hand prints)
- Beads - bracelets, necklaces (use fish wire, hemp)
- Hot Air Balloons
- Bread Baskets
- Mini Canoes

Wheel Projects

- Tea Sets - tea pots, milk jugs, mugs, tea cups, saucers
- Cat/Dog Bowls
- Cereal Bowls

Summary

We know this is a lot of information. We do not expect you to memorize all of it. We do expect you to read it, take notes, and ask questions! We hope you are as excited as we are to have you with us on South Tea!



Kiln Firing Instructions

The kiln is automatic, but still needs to be checked every hour. Be sure to record the temperature every time you check

Before any bisque, it is important to do an 8 hour pre heat (sit in sun, 2-3 days depending on item) in case you pieces are not 100% dry or really thick

→ load up the kiln

→ Set up cone sitters. This kiln uses 4 cones

- 1) Day 1- Load Kiln at the end of the day
- 2) Day 2 –turn on next morning before breakfast
- 3) Day 3- unload after breakfast (only if cool enough, below 100')
- 4) Day 4 – let kids paint/ glaze

*** thi is not always possible, opening at twilight is a great option for kids to finish projects

Pre Heat

Display	Key to Press
Idle/Temp	Menu
RSET	Menu
PRHT	Enter
HL/0.00	8 0 0 (for 8 hours)
0.8	Enter
Idle/temp	Start/Stop

During the preheat, it will take a couple of hours to reach 200' then the kiln will sit at 200 for 8 hours.

Remember, the kiln will not turn off after the preheat but will go automatically into a bisque firing. Unless you have the time to bisque, you must press stop after the 8 hour preheat.

After pre-heating, you can start a fast bisque. The kiln should already be loaded with cone sitters so you do not need to unload the kiln or touch anything before starting the bisque
- with kids, its always good to do a slow bisque

Bisque Firing – Slow Bisque

Display	Key to Press
Idle/Temp	Fast or slow bisque
Fbq or sbq	Enter
Cone number	0, 4
04	Enter
HLD	0 0 0 0
00.00	Enter
Idle/ temp	Start/ stop

The bisque fire should take up to 7 hours, as the kiln needs to reach 945'. Keep the lid propped open and the peep holes open until the kiln reaches at least 1000'. Once it is hot enough, close the lid and the bottom 2 peep holes. When the bisque is finished, make sure the kiln is very cool before unloading it. Do not open the lid while the kiln is still hot, as it will cause the pieces to crack.

Once pieces have been bisque, they are ready to be glazed. Make sure that there is no glaze on the bottom of the pieces. When loading the kiln for a glaze fire, be sure to not let any pieces touch... otherwise they will stick together.

Glaze Firing uses cone 6

Glaze Firing

Display	Key to Press
Idle/Temp	Fast or slow glaze
s-gl, f-gl	Enter
Cone number	0, 6
06	ENTER
HLD	0 0 0 0
00.00	Enter
Idle/ temp	Start/ stop

Keep the lid and peep holes closed. Be sure that the kiln is very cool before unloading it

Remember. Keep track of temperatures and time, refer to the helpful hints for other important details.

CLAY RULES

- Campers may ONLY be in the clay room with a staff member's permission
- Campers may not go into the kiln room
- Be sure to initial your projects
- Clay supplies may ONLY leave the Clay Room with a staff member's permission
- Campers may ONLY use the equipment with a staff member's permission
- Clay fights are not allowed