20 Learning Activities

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Here are the CT State Content Standards for Visual Art.

1) Students will understand, select and apply media, techniques and processes.

2) Students will understand and apply elements and organizational principles of art.

3) Students will consider, select and apply a range of subject matter, symbols and ideas.

4) Students will understand the visual arts in relation to history and cultures.

5) Students will reflect upon, describe, analyze, interpret and evaluate their own and others’ work.

6) Students will make connections between the visual arts, other disciplines and daily life.

While I already have quite a few learning activities for my unit, which are quite involved since it is an art unit, I will attempt to create 20 smaller learning activities that help cover the Content Standards more thoroughly.

All of these learning exercises revolve around design and the use of the elements of art and principles of design. Due to the subjective nature of art, I will mostly use general rubrics to assess the results which help specify between degrees of success. Limited success to Great success for example.

1. Create a torn paper color palette. Students will tear 10 different samples of each color in the color wheel from a magazine and collect them in envelopes for use in another project. Visual Assessment: Compare the collections of color to the colors on the color wheel.

2. Color design. Students will use the color replacement tool in Blogger to replace colors in template to create different combinations. The point is to explore which colors work well and which do not. Assessment: Use the color wheel to explain why some colors work and others do not.

3. Line Design. Using only straight lines on Illustrator, students will attempt to create a design that has curved organic shapes. Assessment: Visual rubric.

4. Shape layout. Students will use pieces of torn paper to create a design that demonstrates balance in value.
5. Shape layout. Students will use pieces of torn paper that creates a design that demonstrates balance in space.

6. Color layout. Students will create a design from torn paper that demonstrates color balance.

7. Color layout. Students will create a design from torn paper that demonstrates color temperature. They will use 3 colors from the same temperature and a single color of the opposite temperature.

8. Repetition of shape. Students will create a design that shows rhythm through repeating patterns of torn paper shapes.

9. Use of space. Students will create a design that demonstrates use of space by having elements extend off the end of the page.

10. Art history. Students will research a professional graphic designer and collect examples of 5 pieces of his work.

11. Shape in art. Students will look at Picasso’s Guernica and create their own abstract cubist design based on his use of shape.

12. Impressionism color theory. Students will respond to several examples of work from various impressionists and attempt to evaluate the mood of the work based on the colors used within it.

13. Connect this. Students will be shown images of Manhattan and attempt to identify various elements of art within the composition of the images.

14. Art in science and math. Students will be shown a variety of objects and asked to identify the object, then which shape and form they resemble.

15. Symbolism in art. Students will explore Mimbres black and white design and search for the symbolism within the images, relating the symbols to what they know about Mimbres life.

16. Critique. Students will analyze the work of a peer. They will identify five ways that the work has satisfied the assignment, and one thing they would do to improve it.

17. Analyze. Students will look at a peer’s abstract expressionist work and attempt to analyze and interpret what it means in terms of mood, emotion and intent.
18. I got rhythm. Students will create a design with a series of line that create a vibrating rhythm.

19. Motion. Students will create a black and white design that uses the principle of design Motion to guide the viewers eye around the page.

20. Balance. Students will use sharpies to draw designs that create a balance between light and dark.