

Lesson Title: Design your own playing cards

Miss Cassetta

Goal/Activity: Students will design and create 3 playing cards that would be otherwise in a larger deck. Students will improve and expand their understanding of Balance and Unity.

Developmental Rational: Students have been learning about the Elements and Principles, with this vocabulary, they will be able to interact with and meaningfully interpret works of Illustration and Design.

Prior Knowledge/Learning: Students have been taught about the elements and principles, they will be expanding upon their knowledge on the element of Balance and Unity specifically.

History/Background: Balance/Unity, Illustration, Design/Graphic Design

“Design is a discipline of study and practice focused on the interaction between a person — a ‘user’ — and the man-made environment, taking into account aesthetic, functional, contextual, cultural and societal considerations. As a formalized discipline, design is a modern construct. Concretely, most people’s experience of design stems from their daily interaction with physical objects, built spaces and digital environments. We interact with what is around us, and each other, through designed constructs. Clothing, devices, transportation, user-interfaces, the landscape, the city, even the chair you are sitting in, were all designed by a designer. Beyond their functional and formal attributes, these designed artifacts impact cultural meaning, expressing, reflecting and even forming cultural norms. The field of design is made up not only of practitioners but also educators, authors, journalists, critics and researchers; yielding a rich theoretical canon.” -excerpt from

<https://www.theicod.org/en/professional-design/what-is-design/what-is-design>

Standards:

9.1.5.H Use and maintain materials, equipment, and tools safely at work and performance spaces.

9.1.5.E Know and demonstrate how the arts can communicate experiences, stories, or emotions through the production of works in the arts.

9.3.5.F Know how to recognize the process of criticism in identifying and analyzing characteristics among works in the arts.

9.4.5.D Explain choices made regarding media, technique, form, subject matter, and themes that communicate the artist's philosophy within a work in the arts and humanities.

Objectives:

Knowledge (Cognitive/Head): Students will be able to recognize careers in the arts that are more commercial in order to be aware of their options for creative careers.

Skill (Psychomotor/Hands): Students will be able to create well balanced and unified images in order to create successful playing cards.

Attitude (Affective/Heart): Students will be able to appreciate creative careers in order to recognize the work that goes into the things they enjoy everyday.

Prep: Teacher example, Artists examples, PPT/videos

Supplies:

- Bristol board
- Pencils
- Markers
- Colored Pencils
- Crayons
- Black Sharpies

Vocabulary:

- Design
- Illustration
- Balance
- Symmetrical
- Asymmetrical
- Radial
- Unified

Visuals/References to Art History: Illustration, Design, Graphic Design

Assessment: Rubric/ Critique Worksheet

Extension Activity for early finishers: Sketchbook drawing/ drawing prompts/ finish work for another class.

General Time Budget/Sequence:

Day 1: What is Balance?

POD: Fill the box on your worksheet with a pattern

Classwork: Balance worksheet

Day 2: What is Unity?

POD: Draw something using only the color RED.

Classwork: Unity worksheet

Day 3: What is design? Why is it important? What are some creative careers?

POD: Draw an artist

Classwork: Start designing your cards in your sketchbook

Exit Ticket: What is your favorite creative career?

Day 4: Artist Spotlight

POD: Draw your favorite family game

Classwork: Finish sketches, start finals

Day 5: Artist Spotlight

POD: Draw an interesting chair

Classwork: Continue work on finals

Day 6: Artist Spotlight

POD: Draw your favorite cartoon character.

Classwork: Continue work on finals

Day 7: Artist Spotlight

POD: Draw a background you might see in your favorite animated show or movie.

Classwork: Finish finals

Day 8: Artist Spotlight

POD: Draw an outfit you might see on a runway

Classwork: Critique worksheets

References:

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