

artworks LESSON PLANS



Developed with Katie Swanson, Janesville, WI

Grades 4-12

OBJECTIVES

Students will...

- Learn and be able to recognize the elements and principles of design.
- · Design a plan for a mobile.
- Use a wide variety of art materials safely and responsibly.



STANDARDS • Explore and discuss elements and principles of design. • Use sketching to develop ideas for artwork. Explore the natural characteristics of materials and their possibilities and limitations. • Learn basic language used in art. • Show differences among colours, shapes, textures, and other qualities of objects in their artwork. • Create three-dimensional forms with paper, clay, and other materials. • Explore the purposes and functions of art. Understand that artists develop a personal style that reflects who they are. INTRODUCTION Mobiles are an excellent way to demonstrate the elements and principles of art and design. They are estimated to have been introduced in the 1930s with Alexander Calder as an artist who created these beautiful hanging structures. This project can be a collaborative piece with students working in teams. **GLUE** INSTRUCTIONS 1. Discuss mobiles and well-known mobile artist Alexander Calder. 2. Go over the principles and elements of art and design. 3. Have students sketch their design and discuss if unt pue de their plan will convert to a 3-D mobile that will be sturdy. 4. Create 3-D pieces for hanging on the mobile. Students should cut three identical shapes and then colour using crayon, oil pastels, coloured pencils, or markers. Fold each shape in half and glue sides to the other folded shapes. Remember to put a piece of embroidery floss in the middle for hanging on the main structure. Set aside the 3-D sculptures. 5. Begin to create the main structure by using chenille stems. Make sure the structure is sturdy and will hold the 3-D designs. 6. Hang 3-D pieces onto the main frame. 7. Hang completed mobiles on display.





