

Listening Speaking Reading Grammar Writing			
Topic: The Principles of Design (Art)			
Instructor: Sue	Students Competency Level: Intermediate	Number of Students: 12	Lesson Length: 50 mins
<p>Materials: (List the Names of all materials used in the lesson. Materials must be shown at the end of this document)</p> <p>The Element of Design Video 12 Art Post cards Computer Projector Overhead Screen Pictures: 1. Picasso, Girl before a Mirror 2. Kandinsky, Composition VIII 3. Vincent van Gogh, Starry Night White Board & Markers Flash cards 1. drawings with "Balance" element 2. drawings with "Movement" element 3. drawings with "Emphasis" element 4. drawings with "Contrast" element 5. drawings with "Pattern" element 6. drawings with "Unity" element 7. drawings with "Variety" element Bingo Game Sheet "The Element and Principle of Design" Reference Sheet</p>			
<p>Aims: (What students will be able to achieve by participating in the activities of the lesson. (Ss gain or get by doing...))</p> <ul style="list-style-type: none"> - Improving four language skills by participating with fun in the class. - Learning vocabulary by providing student knowledge of Art introduced in class. - Improving interaction and communication skills through discussion and group activity. 			

Language Skills: (Lists what activities language skills students will be using by participating in the activities of the lesson.)

- Reading: (Where did reading occur in the lesson?)
Note Taking, supplementary sheet
- Listening: (Where did listening occur in the lesson?)
Teacher talk, Discussion
- Speaking: (Where did speaking occur in the lesson?)
Answering teacher, Group discussion, answering teacher
- Writing: (Where did writing occur in the lesson?)
- worksheet (Bingo game)

Language Systems: (Lists what language systems students will be using by participating in the activities of the lesson.)

- Phonology: (sound)
Discussion, Teacher's talk, Listening video sound
- Function: (situation)
Introduction
-
- Lexis: (meaning)
Vocabulary regarding to the Art
- Discourse: (communication)
Group discussion, Answering to the teacher

Assumptions: (What students must already be able to do and what concepts must already be mastered before the lesson in order to achieve the aims of the lesson.)

- Some students may have seen art works presented.
- All students may be interested in an art and would enjoy the activity.

Anticipated Errors and Solutions: (What things might go wrong in the lesson and what the solution will be. An SOS activity should also be included)

- If Students can not fully understand and follow the direction —> Teacher gives them demonstration showing them how to do it.
- If activities last too long —> Teacher cuts the unnecessary parts.
- If there are students who do not focus or do not follow the directions —> Teacher ask questions regarding what we learned in class so students are brought their attention back to the lecture.

References:

Lead-In or Pre-Task Part (Warm-Up Part to activate and create interest in the lesson.)			
Materials: (List the Names of all materials used in the Lead-In or Pre-Task Part of the lesson. Materials must be shown at the end of this document) The Element of Design Video Computer Projector Overhead Screen			
Time:	Classroom Set Up:	Student Activity and Goals:	Teacher Procedure & Instructions:
1min	Whole Class	Greet Teacher	Greet Student
1min	Whole Class	Listen to the teacher Becoming interest	Hand out Art Poster to everybody and talk about it briefly.
2-3mins	Whole Class	Watch the video.	Play video of “The Element of Art”
1min	Whole Class	Share the idea by responding teacher	Ask students what the topic will be.
1 min	Whole Class	Students listen.	Transition to Lesson answering the questions.

Pre-Activity or Task Familiarization Part (Presentation Part Presenting the language structure to be covered in the lesson. Prepares students for the communication activity.)

Materials: (List the Names of all materials used in the Pre-Activity or Task Familiarization Part of the lesson. Materials must be shown at the end of this document)

Computer

Projector

Overhead Screen

Pictures:

1. Picasso, Girl before a Mirror, Reference Sheet

2. Kandinsky, Composition VIII, Reference Sheet

3. Vincent van Gogh, Starry Night

White Board & Markers

Flash cards

1. drawings with "Balance" element

2. drawings with "Movement" element

3. drawings with "Emphasis" element

4. drawings with "Contrast" element

5. drawings with "Pattern" element

6. drawings with "Unity" element

7. drawings with "Variety" element

"The Element and Principle of Design" Reference Sheet

Time:	Classroom Set Up:	Student Activity and Goals:	Teacher Procedure & Instructions:
1min	Whole Calss	Students listen to the teacher.	Be ready for the activity
1 min	Group	Students move into group	Divide students into groups
2min s	Group	Students prepare for activity	Ask Students to prepare for the activity. Teacher facilitates and helps students to understand the activity.
2min s	Whole	Students get ready for the activity.	Transition to the activity and feedback for questions

Main Activity or Task Realization Part (Practice to Production Part Teacher lead practice of the language presented and move to communication based more student centered activity)

Materials: (List the Names of all materials used in the Main Activity or Task Realization Part of the lesson. Materials must be shown at the end of this document)

Computer
 Projector
 Overhead Screen
 Pictures:

1. Picasso, Girl before a Mirror, Reference Sheet
2. Kandinsky, Composition VIII, Reference Sheet
3. Vincent van Gogh, Starry Night

White Board & Markers

Flash cards

1. drawings with "Balance" element
2. drawings with "Movement" element
3. drawings with "Emphasis" element
4. drawings with "Contrast" element
5. drawings with "Pattern" element
6. drawings with "Unity" element
7. drawings with "Variety" element

"The Element and Principle of Design" Reference Sheet

Time:	Classroom Set Up:	Student Activity and Goals:	Teacher Procedure & Instructions:
15-20 mins	Whole/ individual	Students answer to the questions and participate with flashcards.	Teacher use flashcards to explain words and give a questions.
1min	Whole/ individual	Students listen to teacher's talk	Give brief background on each art work picture presented.
3min s	Whole/ individual	Students discuss and answer. (Share their ideas)	Shows Pictures using projector and let them discuss what elements are used in artwork and answer to the questions
2min s	group	Discuss with groups share ideas.	Give another pictures and make student discuss.

Post Activity or Post Task Part (Wrap-Up Part Close the Lesson on a high note to and consolidate language learned in a communication based activity new situation.)

Materials: (List the Names of all materials used in the Post Activity or Post Task Part of the lesson. Materials must be shown at the end of this document)

Bingo Game Sheet
“The Element and Principle of Design” Reference Sheet

Time:	Classroom Set Up:	Student Activity and Goals:	Teacher Procedure Instructions:
1min	Whole	Students fill out numbers randomly on each blank.	Give students time to fill out numbers in each box
5min	Individual	Students answer on questions teacher ask and make bingo. (First come first).	Participates in playing Bingo game with student and repeats vocabulary (To remind Vocabulary by Bingo game with students : Facilitate students to participate in the class)
1min	Individual	Winner is given a reward	Teacher gives winner reward.
2min	Whole	Students listen.	Give students compliment about their accomplishment. Close by giving Students feedback about their questions and what we learned in the class.

-Reference sheet



Picasso, Girl before a Mirror



Suyeon Lee, Birth Sex and Death, Oil on Canvas

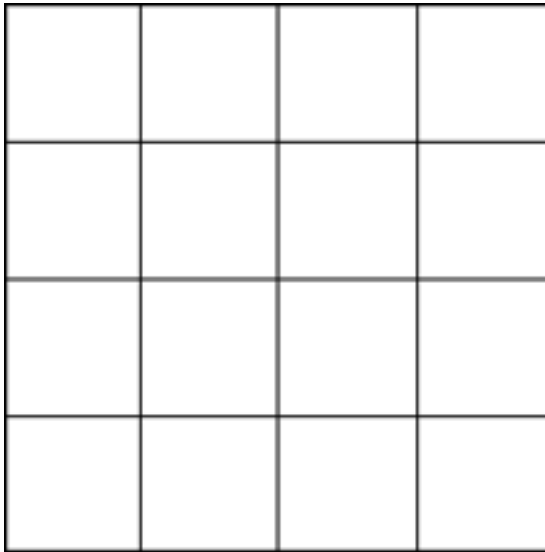


Vincent van Gogh, Starry Night



Kandinsky, Composition VIII








Art Bingo










1. Space
2. Shape
3. Unity
4. Form
5. Pattern
6. Contrast
7. Value
8. Abstract
9. Emphasis
10. Picasso
11. Balance
12. Kandinsky
13. Movement
14. Variety
15. Element
16. Principle

-Reference sheet
The Elements of Design
The Principles of Design

The Elements of Design (the tools to make art)

Line		Horizontal, vertical, diagonal Straight, curved, dotted, broken Thick, thin
Shape		2D (two dimensional)/ flat Geometric (square, circle, oval, triangle) Organic (all other shapes)
Form		3D (three dimensional) Geometric (cube, sphere, cone) Organic (all other forms such as people, animals, tables, chairs, etc)
Colour		Refers to the wavelengths of light Refers to hue (name), value (lightness/darkness), intensity/saturation, or amount of pigment, and temperature (warm and cool) Relates to tint, tone and shade
Texture		The feel, appearance, thickness, or stickiness of a surface (for example: smooth, rough, silky, furry)
Space		The area around, within, or between images or parts of an image Relates to perspective Positive and negative space
Value		The darkness or lightness of a color. White added to a color makes it a <i>tint</i> . Black added to a color makes it a <i>shade</i> .

The Principles of Design (how to use the tools to make art)

Pattern		A regular arrangement of alternated or repeated elements (shapes, lines, colours) or motifs.
Contrast		The juxtaposition of different elements of design (for example: rough and smooth textures, dark and light values) in order to highlight their differences and/or create visual interest, or a focal point.
Emphasis		Special attention/importance given to one part of a work of art (for example, a dark shape in a light composition). Emphasis can be achieved through placement, contrast, colour, size, repetition... Relates to focal point.
Balance		A feeling of balance results when the elements of design are arranged symmetrically or asymmetrically to create the impression of equality in weight or importance.
Proportion/Scale		The relationship between objects with respect to size, number, and so on, including the relation between parts of a whole.
Harmony		The arrangement of elements to give the viewer the feeling that all the parts of the piece form a coherent whole.
Rhythm/Movement		The use of recurring elements to direct the movement of the eye through the artwork. There are five kinds of rhythm: random, regular, alternating, progressive, and flowing. The way the elements are organized to lead the eye to the focal area. Movement can be directed for example, along edges and by means of shape and colour.