

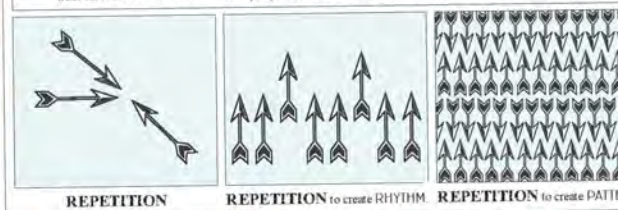
ART ACTIVITY

PRINCIPLES OF DESIGN



REpetition & Pattern

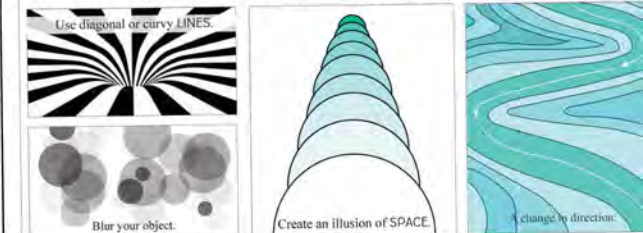
REpetition can help UNIFY a work of art by repeating LINES, SHAPES, COLOURS, or other ELEMENTS OF ART. An element may repeat once or multiple times to create RHYTHM or PATTERN.



MOVEMENT

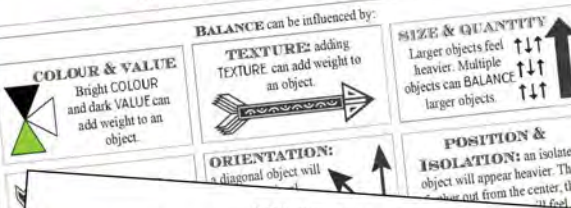
In two dimensional art, occurs when objects appear to be moving. MOVEMENT creates a sense of excitement and helps direct the viewer's eye around the image.

You can create an illusion of MOVEMENT through the following techniques:

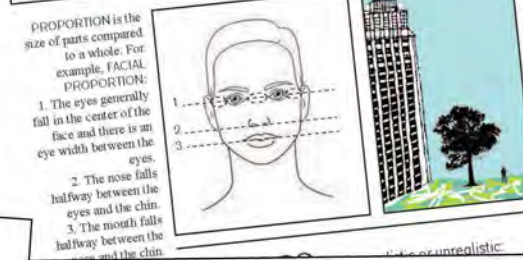


BALANCE

The visual distribution of weight through COLOUR, TEXTURE, and SPACE. BALANCE helps make an image feel stable.

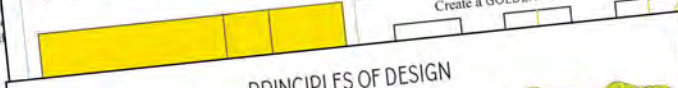


PROPORTION & SCALE



PROPORTION

The relationship between objects in a work of art, how they compare to each other and the art as a whole. Good proportion creates HARMONY and BALANCE in a work of art.



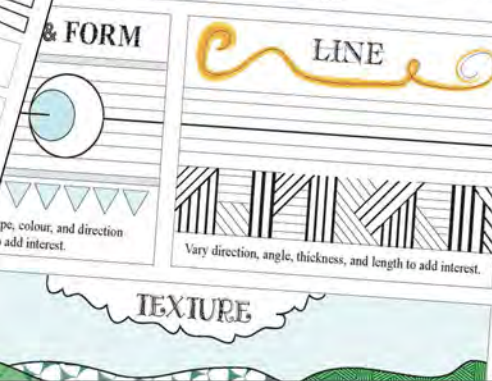
EMPHASIS

Design that catches the viewer's eye and brings it to the FOCAL POINT of the design. EMPHASIS is created by using CONTRAST in a design.



VARIETY

Sections of elements in one work of art. A successful work of art needs both UNITY, to maintain order, and VARIETY to maintain interest.



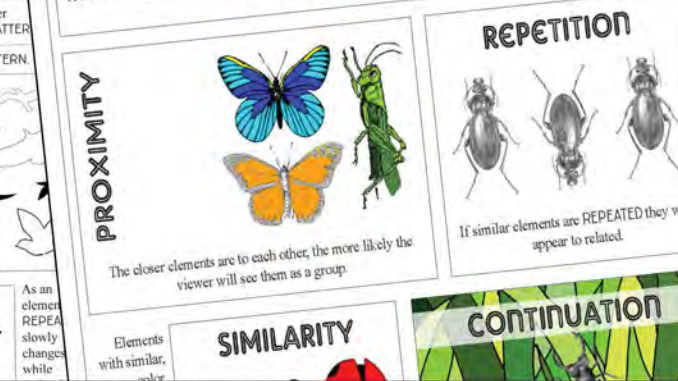
RHYTHM

RHYTHM can help UNIFY a work of art by repeating LINES, SHAPES, COLORS or other ELEMENTS OF ART. An element may repeat once or multiple times to create RHYTHM or PATTERN.



UNITY

A connection between elements that create a sense of organization or HARMONY in the work of art. UNITY helps create a sense of completeness.



10 ART ACTIVITIES

TEACH & REVIEW THE PRINCIPLES OF DESIGN

ART ACTIVITIES



This art worksheet pack is perfect for middle and high school art students.



Teach and reinforce the principles of design with 10 activities.



Perfect as a fast finisher activity, art sub plan, intro before a project, and more.



Teacher keys included for every activity.

BALANCE

INFORMATION ON THE FRONT
ACTIVITIES ON THE BACK

PRINCIPLES OF DESIGN

BALANCE

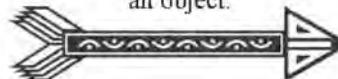
The visual distribution of weight through COLOUR, TEXTURE, and SPACE, **BALANCE** helps make an image feel stable.

BALANCE can be influenced by:

COLOUR & VALUE
Bright COLOUR and dark VALUE can add weight to an object.



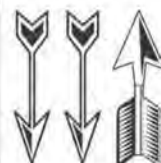
TEXTURE: adding TEXTURE can add weight to an object.



SIZE & QUANTITY
Larger objects feel heavier. Multiple objects can BALANCE larger objects.



SHAPE: a more complex SHAPE will appear heavier.



ORIENTATION: a diagonal object will have more visual weight than a horizontal or vertical object.

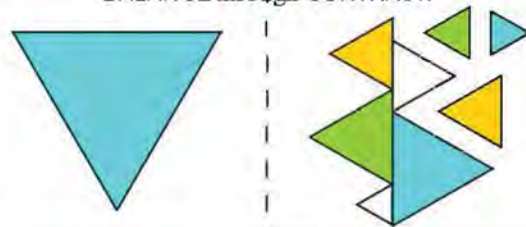


POSITION & ISOLATION: an isolated object will appear heavier. The further out from the center, the heavier an object will feel.



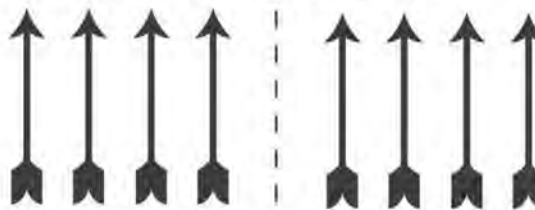
ASYMMETRICAL BALANCE

Also known as **INFORMAL BALANCE** Created by having different objects on either side of a vertical axis. BALANCE through CONTRAST.



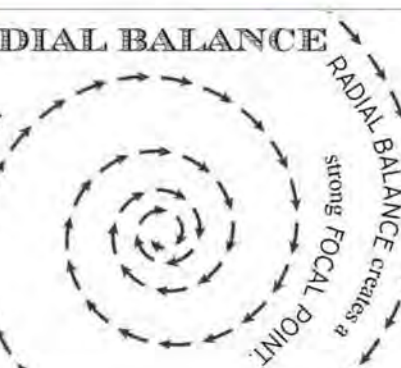
SYMMETRICAL BALANCE

Also known as **FORMAL BALANCE** Created by having a mirror image on the opposite side of a vertical axis. BALANCE through REPETITION.



RADIAL BALANCE

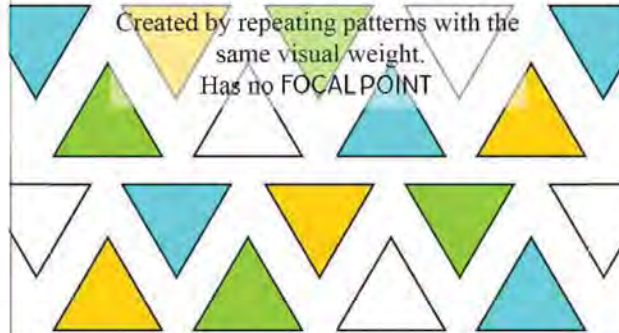
When objects radiate out from a central point and all objects are BALANCED equally.



strong FOCAL POINT.

CRYSTALLOGRAPHIC BALANCE

Created by repeating patterns with the same visual weight. Has no FOCAL POINT



Create a design that reflects **ASYMMETRICAL BALANCE**.

Create a design that reflects **RADIAL BALANCE**.

Create a design that reflects **SYMMETRICAL BALANCE**.

Create a design that reflects **CRYSTALLOGRAPHIC BALANCE**.

Create a work of art that is well **BALANCED** using at least three of the **BALANCE** influencers covered on the front of the worksheet.

PRINCIPLES OF DESIGN

BALANCE

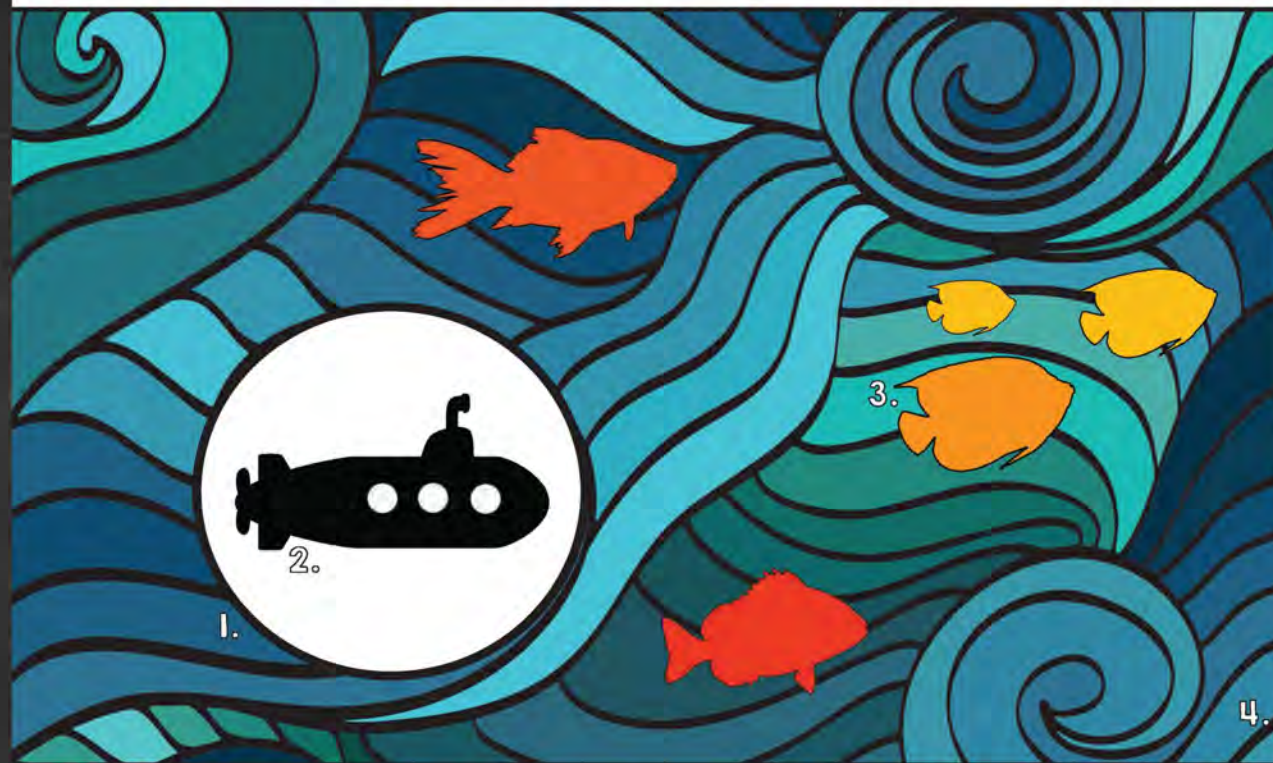
CONTRAST

INFORMATION ON THE FRONT
ACTIVITIES ON THE BACK

PRINCIPLES OF DESIGN

CONTRAST

CONTRAST can help create a FOCAL POINT in a work of art by placing CONTRASTING ELEMENTS next to each other. When placed next to each other, CONTRASTING ELEMENTS will grab your attention.



1. SHAPES



Placing one different SHAPE in a group of shapes that are the same will make the CONTRASTING shape stand out.

2. BLACK & WHITE



Black and white are so different in value they will CONTRAST against one another when placed together.

3. COLOR



COMPLEMENTARY COLORS will CONTRAST when they are placed next to each other. Red/green, blue/orange, and yellow/purple are complementary colors.

4. PATTERN



Including one plain PATTERN in a group of patterns or one patterned object in a group of plain objects will make them CONTRAST.

CONTRAST through the use of PATTERN.

CONTRAST through the use of SHAPE.

CONTRAST through the use of BLACK & WHITE.

Show CONTRAST through the use of COMPLEMENTARY COLORS.

PRINCIPLES OF DESIGN

NAME _____

CONTRAST

EMPHASIS

INFORMATION ON THE FRONT
ACTIVITIES ON THE BACK

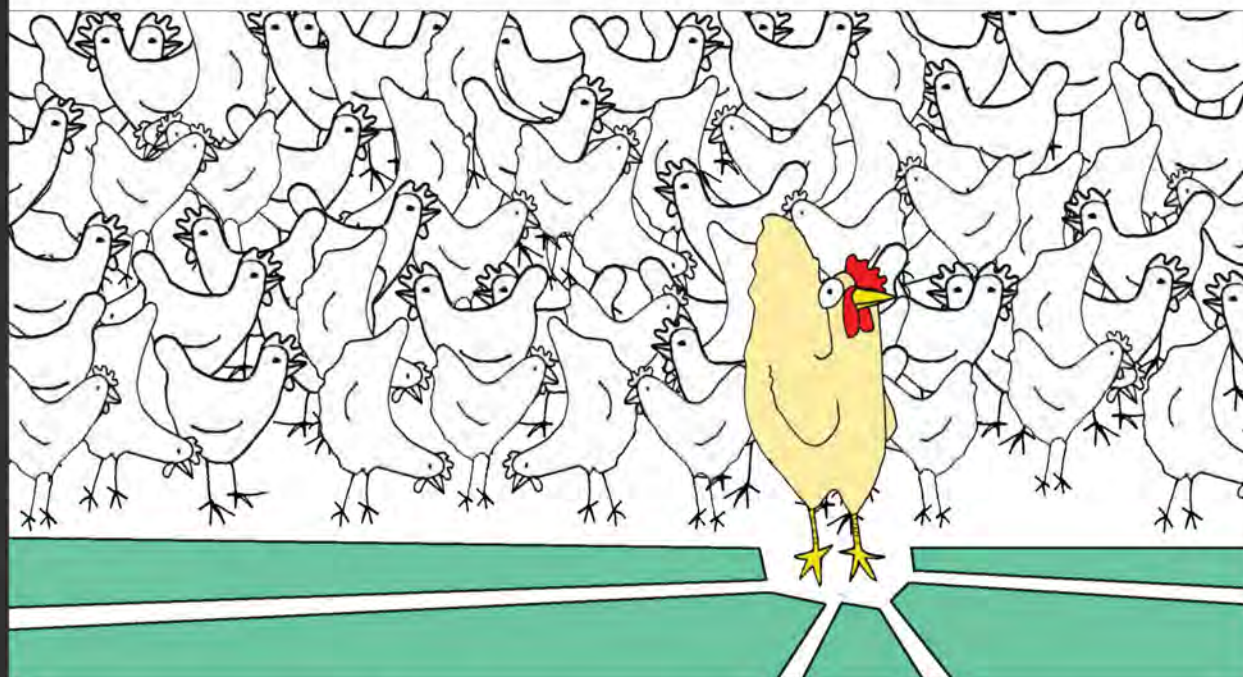
PRINCIPLES OF DESIGN

EMPHASIS

a part of a design that catches the viewer's eye and brings it to the FOCAL POINT of the design.

EMPHASIS is created by using **CONTRAST** in a design.

When creating your design make sure not everything is **EMPHASIZED** or the FOCAL POINT will get lost, nothing will stand out, and the viewer's eye won't know where to go.



SHAPE: Create **EMPHASIS** by adding a VARIETY of SHAPES to your design.
Ex: triangles next to circles.



COLOUR: Create **EMPHASIS** by adding a pop of COLOUR to your design. Ex: Make your focal point black and white if it's surrounded by bright colors and vice versa.

LINE: Create **EMPHASIS** by adding a VARIETY of LINES to your design. Use LINES to direct the viewer's eye to the focal point.



SPACE: Create **EMPHASIS** by focusing on the rule of thirds. Divide your paper into thirds, vertically or horizontally, place your focal point in one of the thirds.

VALUE: Create **EMPHASIS** by adding a range of VALUE to your design. Ex: add darks to your focal point if it's surrounded by lights.



TEXTURE: Create **EMPHASIS** by adding CONTRASTING TEXTURES to your design. Ex: hard vs. soft or shiny vs. matte.



with **EMPHASIS**. Include the following techniques for successful **EMPHASIS**. Label each technique used in your design with the corresponding number (ex: put a 1. next to use of SHAPE to create **EMPHASIS**.)
1. SHAPE 2. LINE 3. VALUE

design with **EMPHASIS**. Include the following techniques for successful **EMPHASIS**. Label each technique used in your design with the corresponding number (ex: put a 1. next to use of SHAPE to create **EMPHASIS**.)
1. COLOUR 2. SPACE 3. TEXTURE

NAME _____

PRINCIPLES OF DESIGN

EMPHASIS

MOVEMENT

INFORMATION ON THE FRONT
ACTIVITIES ON THE BACK

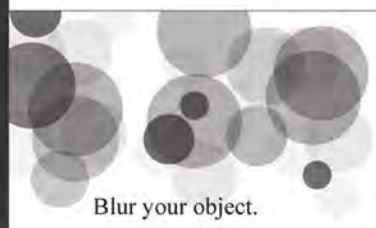
PRINCIPLES OF DESIGN MOVEMENT

In two dimensional art, occurs when objects appear to be moving. **MOVEMENT** creates a sense of excitement and helps direct the viewer's eye around the image.

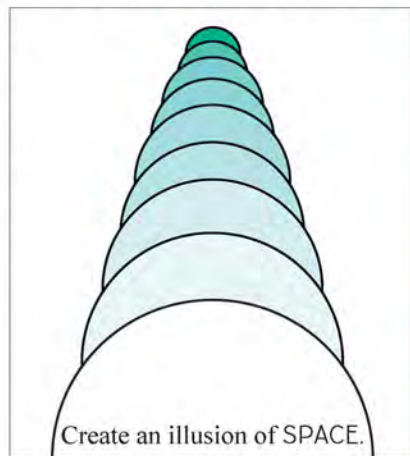
You can create an illusion of **MOVEMENT** through the following techniques:



Use diagonal or curvy LINES.



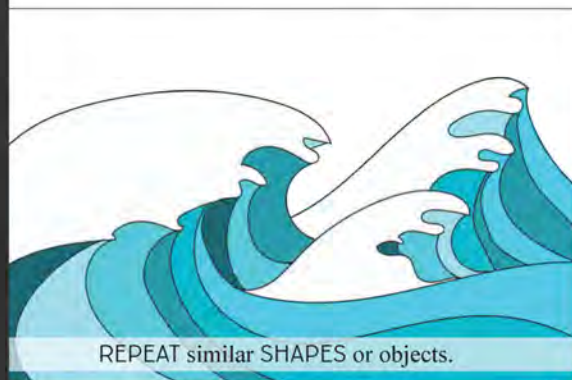
Blur your object.



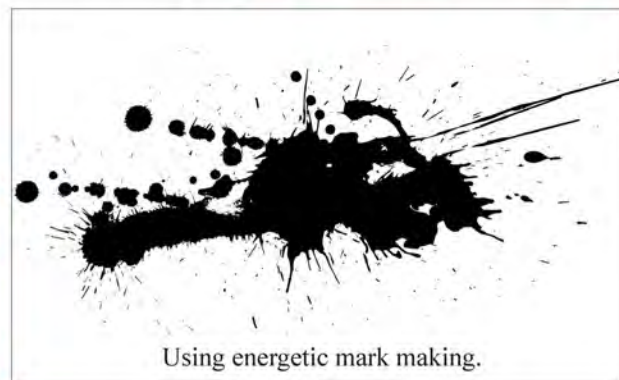
Create an illusion of SPACE.



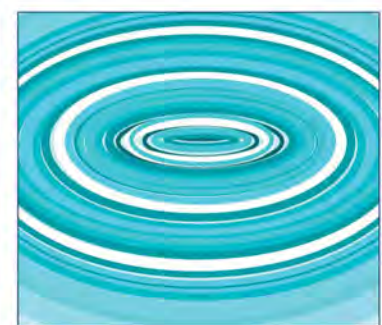
A change in direction.



REPEAT similar SHAPES or objects.



Using energetic mark making.



through a progression of images, or a comic strip.

Show **MOVEMENT** by drawing your own comic strip in the spaces below.

an illusion of **MOVEMENT** in the three spaces below by using three different techniques shown on the front.
Label the box with the technique used when you are done.

NAME _____

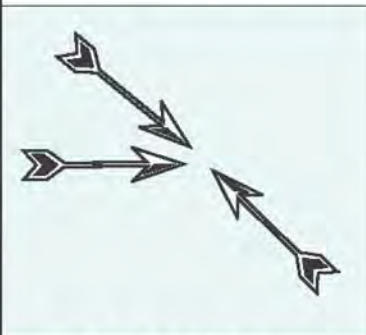
PRINCIPLES OF DESIGN MOVEMENT

REPETITION & PATTERN

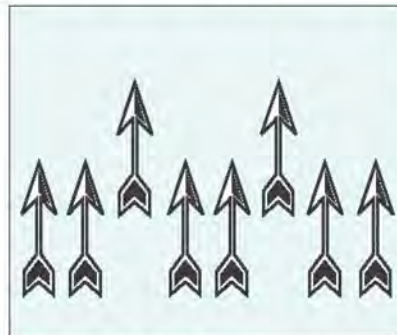
PRINCIPLES OF DESIGN

REPETITION & PATTERN

REPETITION can help UNIFY a work of art by repeating LINES, SHAPES, COLOURS, or other ELEMENTS OF ART. An element may repeat once or multiple times to create RHYTHM or PATTERN.



REPETITION



REPETITION to create RHYTHM.



REPETITION to create PATTERN.

Pattern: elements that repeat in a predictable way.

Meander: irregular waves or curved shapes

Fractal: shapes that divide into smaller versions of themselves.

Spiral: a round curving shape.
Also called a volute, 2D, and helix, 3D.

Mosaic: small shapes (tesserae) that make up a larger image.

Symmetrical: shapes that repeat the same way.

Wave: regular, repeating wave or ripple pattern.

An example of **REPETITION** to create RHYTHM and **REPETITION** to create PATTERN.

Draw examples of three out of the six **Patterns** introduced on the front of the worksheet.

NAME _____

PRINCIPLES OF DESIGN

REPETITION & PATTERN

PROPORTION & SCALE

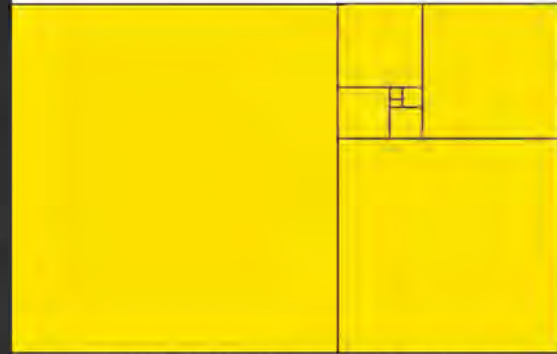
2 DESIGNS

PRINCIPLES OF DESIGN

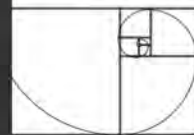
PROPORTION

The relationship between objects in a work of art, how they compare to each other and the art as a whole.
Good **proportion** creates HARMONY and BALANCE in a work of art.

The GOLDEN RATIO is a mathematical ratio commonly found in nature, the ratio of 1 to 1.618, that when used in art and design is more appealing to the eye.



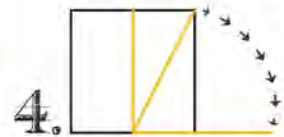
The GOLDEN RATIO is created by taking a rectangle, adding a square inside and another rectangle. This pattern can infinitely repeat inside the original rectangle.



The GOLDEN SPIRAL can also be used to show good **proportion**.

Create a GOLDEN RECTANGLE:

1. Draw a square.
2. Divide the square in half.
3. Draw a diagonal in 1 of the square halves.

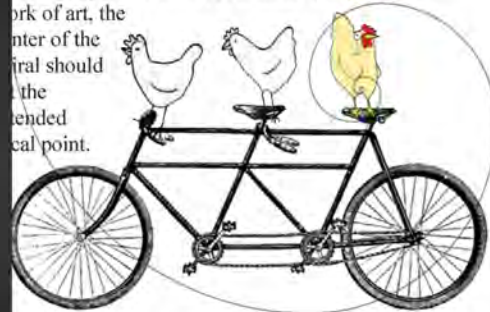


4. Drop the diagonal line down flat, to create the bottom of a rectangle.

Add the GOLDEN RECTANGLE over focal point in one of the thirds. This will create composition with strong **proportion**.

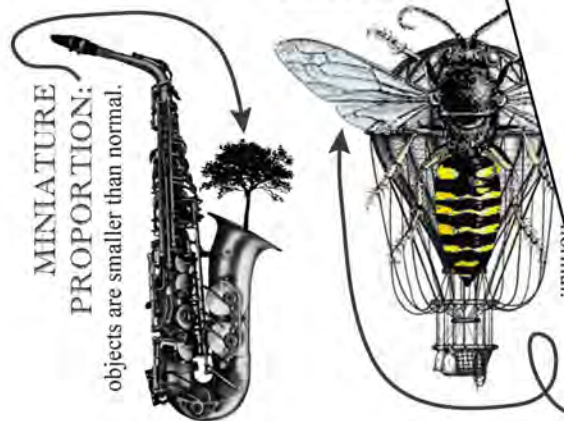
In addition to laying out your work of art, **proportion** can refer to the relationship between the objects.

When using the GOLDEN SPIRAL to layout a work of art, the center of the spiral should be the extended focal point.



Standard Proportion: objects appear to be the correct size in comparison to its surroundings. Artwork can have **standard proportion** or **altered proportion**.

Altered Proportion: proportions of objects have been changed to be unrealistic.



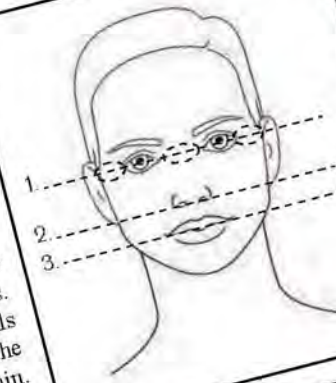
Draw a picture that shows **NATURAL PROPORTION**.

Draw a picture that shows **UNNATURAL PROPORTION**.

PROPORTION & SCALE

PROPORTION is the size of parts compared to a whole. For example, **FACIAL PROPORTION**:

1. The eyes generally fall in the center of the face and there is an eye width between the eyes.
2. The nose falls halfway between the eyes and the chin.
3. The mouth falls halfway between the nose and the chin.



SCALE is the size of an object compared to other objects. For example: Based on the size of the human, you can roughly tell the size of the tree, which gives you information about the size of the building.

SCALE can be realistic or unrealistic:

STANDARD PROPORTION: is realistic proportion, such as the facial proportion example above. With standard or realistic proportion, the proportion appears to be correct in comparison to other parts.

ALTERED PROPORTION: is unrealistic proportion, such as the examples below. With altered proportion, objects appear to be changed in comparison to other parts.

RHYTHM

INFORMATION ON THE FRONT
ACTIVITIES ON THE BACK

PRINCIPLES OF DESIGN

RHYTHM

RHYTHM can help UNIFY a work of art by repeating LINES, SHAPES, COLORS or other ELEMENTS OF ART. An element may repeat once or multiple times to create RHYTHM or PATTERN.

or identical elements REPEATING regular intervals. Think a regular, steady beat.

REGULAR RHYTHM



REPEATING similar elements with no PATTERN.

RANDOM RHYTHM



PROGRESSIVE RHYTHM



As an element REPEATS it slowly changes while maintaining a steady RHYTHM.

ALTERNATING RHYTHM



or more different elements that alternate. A more interesting and complex version of REGULAR RHYTHM.

FLOWING RHYTHM



Created using organic shaped elements that change direction, twist, and bend in a natural PATTERN.

Draw an example of PROGRESSIVE RHYTHM.

Draw an example of REGULAR RHYTHM.

Draw an example of ALTERNATING RHYTHM.

Draw an example of FLOWING RHYTHM.

Draw an example of RANDOM RHYTHM.

NAME _____

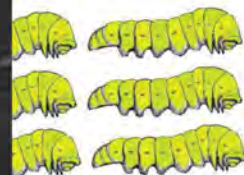
PRINCIPLES OF DESIGN

RHYTHM

UNITY

INFORMATION ON THE FRONT
ACTIVITIES ON THE BACK

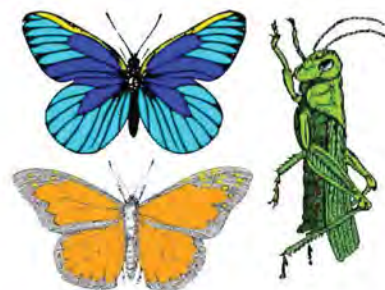
PRINCIPLES OF DESIGN



UNITY



Connection between elements that create a sense of organization or HARMONY in the work of art. UNITY helps create a sense of completeness.



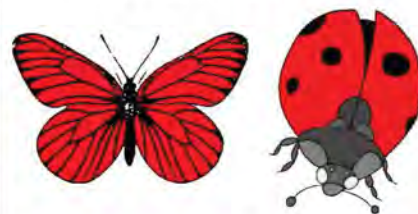
The closer elements are to each other, the more likely the viewer will see them as a group.

REPETITION



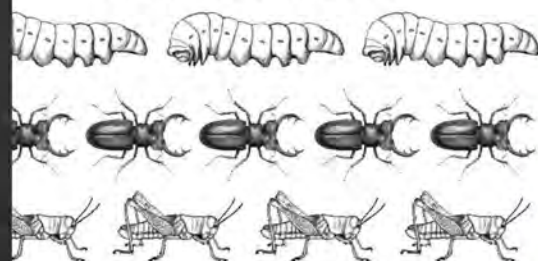
If similar elements are REPEATED they will appear to related.

SIMILARITY



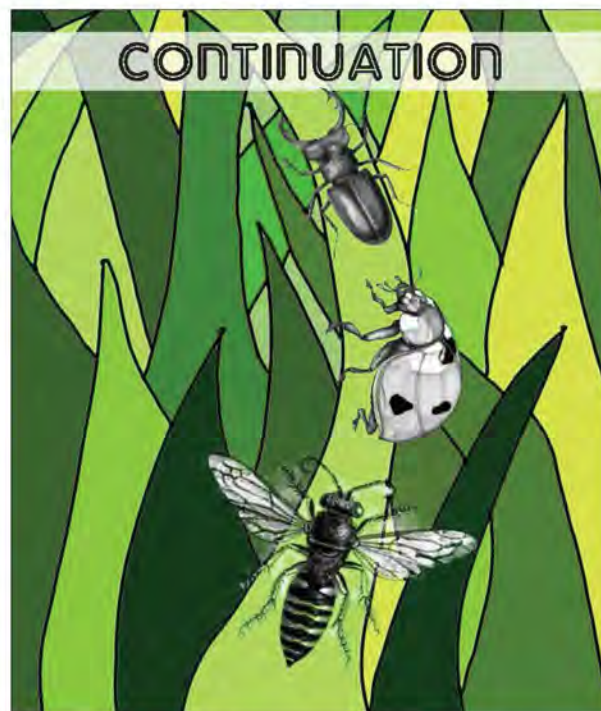
Elements that are similar in color, texture, shape, or size will cause the viewer to group them together.

ALIGNMENT



Grouping up the edges of elements will cause the viewer to group them together.

CONTINUATION



Something, such as a line, shape, or edge goes from one element to another, visually connecting them together.

Draw an example of **UNITY** through **SIMILARITY**.

Draw an example of **UNITY** through **CONTINUATION**.

Draw an example of **UNITY** through **REPETITION**.

Draw an example of **UNITY** through **ALIGNMENT**.

Draw an example of **UNITY** through **PROXIMITY**.

NAME: _____

PRINCIPLES OF DESIGN



UNITY



VARIETY

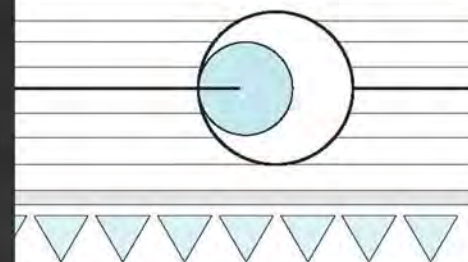
INFORMATION ON THE FRONT
ACTIVITIES ON THE BACK

PRINCIPLES OF DESIGN

VARIETY

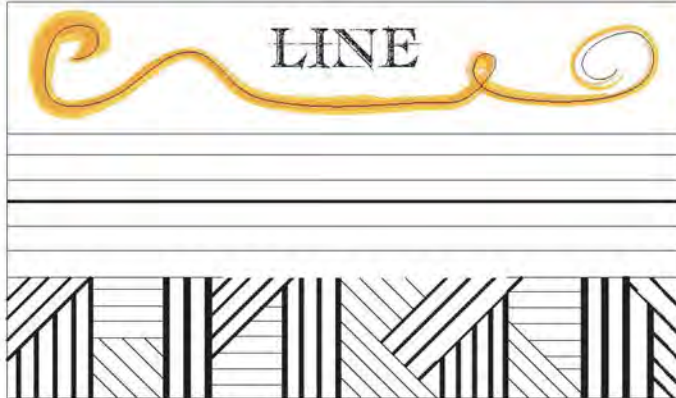
riety: using different versions of elements in one work of art. A successful work of art needs both UNITY, to maintain order, and VARIETY to maintain interest.

SHAPE & FORM



Vary size, type, colour, and direction to add interest.

LINE



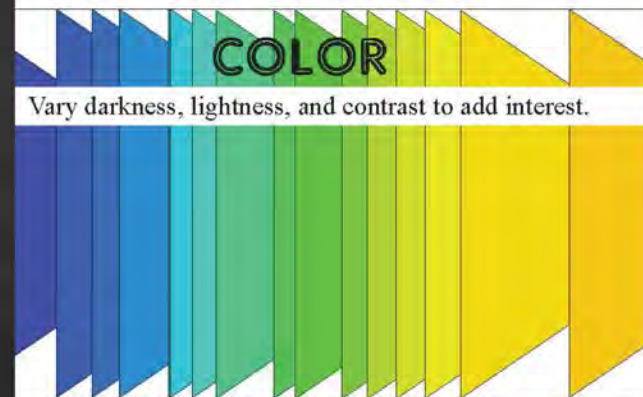
Vary direction, angle, thickness, and length to add interest.

TEXTURE



Vary value, colour, texture, to add interest.

COLOR



Vary darkness, lightness, and contrast to add interest.

VALUE



Vary the hue, value, and saturation to add interest.

Draw an example of VARIETY through COLOUR.

Draw an example of VARIETY through SHAPE.

Draw an example of VARIETY through LINE.

Draw an example of VARIETY through VALUE.

Draw an example of VARIETY through TEXTURE.

NAME: _____

PRINCIPLES OF DESIGN

VARIETY

TEACHERS LOVE MY ART ACTIVITIES:



"These are so well made and the prompts are helpful for students who may need more direction in understanding the principles. My special needs students colored, cut and glued them into their sketchbooks. Thank you!"



"This is a great way for students to practice what they have learned. Lots of fun and creative. Thank you."

CHECK OUT MORE PRODUCTS:



Check out more printmaking projects for elementary through high school students.

Grab early finishers for those quick artists or an entire curriculum so you can focus on teaching.

[VIEW MORE HERE](#)

LOOK BETWEEN THE LINES

BY WHITNEY PANETTA



I'm Whitney, a former art teacher turned art curriculum developer. I now focus on designing art lessons, resources, & full curriculums for elementary, middle, high school art teachers, homeschool parents, & general art enthusiasts.

I am so glad to still be connected to the world of art education and I love seeing my resources "in the wild" all over the globe. Reach out anytime with questions or comments at whitneywpanetta@gmail.com.