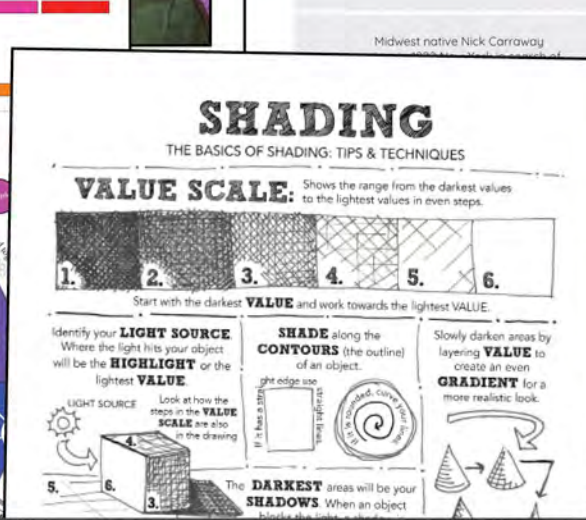
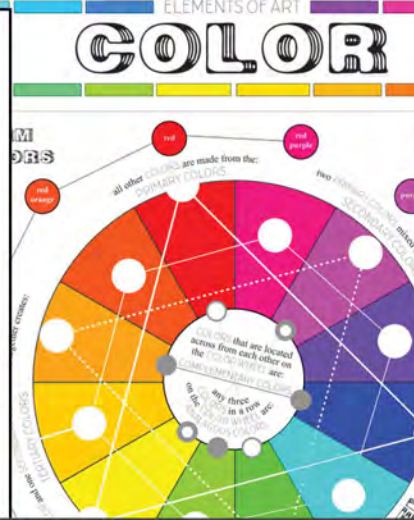
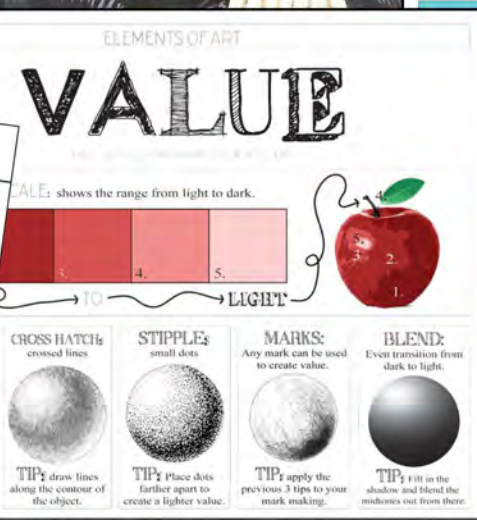
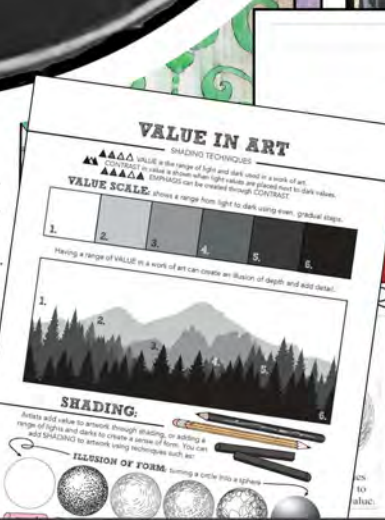
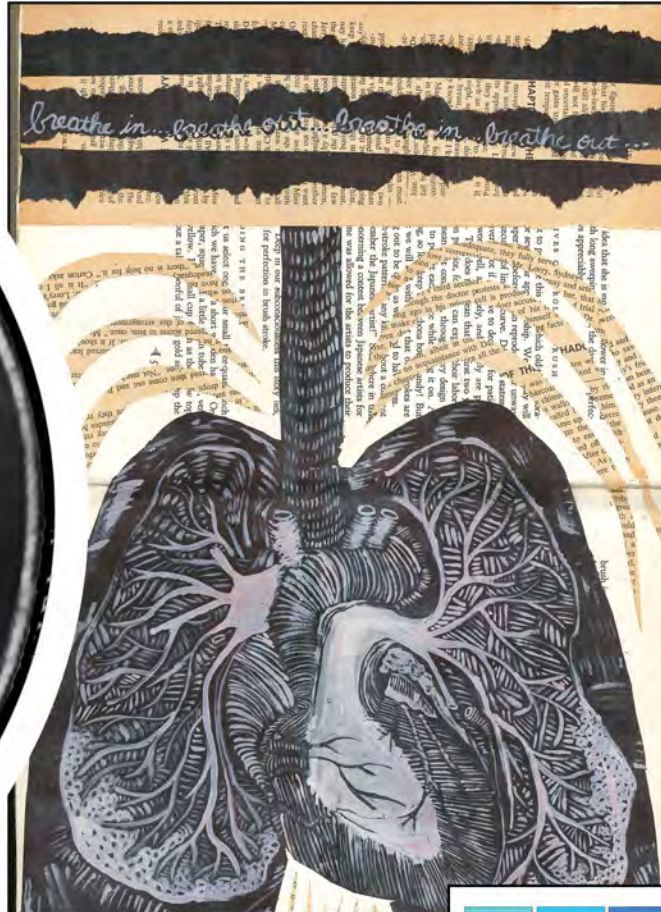


GRAB & GO ART PROJECTS

5TH-12TH ACTIVITIES



10 LESSON PACKS

GRAB & GO ART ACTIVITIES



This grab and go art activity pack is geared towards middle and high school art students.



Easy, low supply activities for sub plans, virtual learning days, and more.



Short activities, quick projects, & more.



10 lesson packs, 32 worksheets.

ELEMENTS OF ART

COLOR

WARM COLORS

all other colors are made from the primary colors

two primary colors mixed together create the secondary colors

colors that are located across from each other on the color wheel are complementary

ELEMENTS OF ART

LINE

A MARK THAT IS LONGER THAN IT IS WIDE

HORIZONTAL DASHED CURVED

VERTICAL DIAGONAL ZIG ZAG

contour LINES: cross contour LINES: SHADING WITH LINES

ELEMENTS OF ART

FORM

TWO DIMENSIONAL OBJECTS CREATE THE ILLUSION THROUGH PERSPECTIVE AND SHADING.

OFTEN USED WHEN DESCRIBING SCULPTURE OR THREE DIMENSIONAL OBJECTS.

SHAPE VERSUS FORM

TRIANGLE SPHERE CUBE PYRAMID

RECTANGLE CIRCLE SQUARE CONE RECTANGULAR PRISM

ELEMENTS OF ART

VALUE

THE LIGHTNESS OR DARKNESS OF A COLOR.

VALUE SCALE: shows the range from light to dark.

DARK TO LIGHT

HATCH: parallel lines CROSS HATCH: crossed lines STIPPLE: small dots MARKS: Any mark can be used to create value. BLEND: Even transition from dark to light.

ELEMENTS OF ART

SHAPE

WHEN LINES INTERSECT TO ENCLOSE A SPACE, THEY CREATE A SHAPE. SHAPES ARE TWO-DIMENSIONAL.

STATIC SHAPES: SHAPES that appear static and resting.

DYNAMIC SHAPES: SHAPES that appear to be moving.

GEOMETRIC SHAPES: SQUARE OCTAGON STAR DIAMOND OVAL RECTANGLE HEXAGON PENTAGON

SHAPES ARE POSITIVE and NEGATIVE

ELEMENTS OF ART

SPACE

IN ART SPACE IS DEFINED BY THE ARTIST.

SPACE INCLUDES AREA WITH AND AROUND AN OBJECT.

There are two types of SPACE: POSITIVE and NEGATIVE SPACE.

the space around the object

Create an illusion of SPACE through PERSPECTIVE

1. HORIZONTAL LINE 2. VANISHING POINT

STEP 1: Draw your HORIZONTAL LINE

STEP 2: Add the VANISHING POINT

STEP 3: Draw a square above, below the HORIZONTAL LINE

STEP 4: Line up a ruler with each side of the square and the VANISHING POINT light line connecting the points

STEP 5: Draw HORIZONTAL LINES to each side of the square and the VANISHING POINT same with VERTICAL LINES to create the cube. Use the same principle details like a doorway or cut out

STEP 6: Erase any lines going to the VANISHING POINT that aren't part of the final drawing.

ELEMENTS OF ART

TEXTURE

IN THREE DIMENSIONAL ART, TEXTURE IS THE WAY SOMETHING FEELS. IN TWO DIMENSIONAL ART, LINE, SHAPE, AND VALUE HELP IMPLY THE WAY AN OBJECT FEELS.

impasto: building up paint to create a textured surface.

Artwork can have different finishes such as matte: a dull surface that reflects soft light, semi-gloss: a lightly shiny, reflective surface, gloss: a very shiny, reflective surface.

Create TEXTURE by repeating and overlapping SHAPES, LINES, and patterns.

HAIRY TEXTURE: overlap lines and wrap them along the contour of the object.

ROUGH TEXTURE: a mixture of dots and short lines.

Fill in the value scale to show TINTS and SHADES.

TINTS ← STARTING COLOUR → SHADES

Fill in the circles to show how SECONDARY COLOURS are made.

Fill in the circles to show how TERTIARY COLOURS are made.

Complete the COLOUR WHEEL. Reference the front as needed.

COLOUR the rectangles to show an example of ANALOGOUS COLOURS.

COLOUR the circle pairs to show COMPLEMENTARY COLOURS.

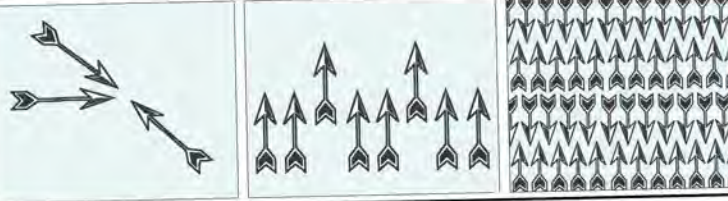
ELEMENTS OF ART

7 HANDOUTS

INFORMATION ON THE FRONT, ACTIVITIES ON THE BACK

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.



PRINCIPLES OF DESIGN
CONTRAST

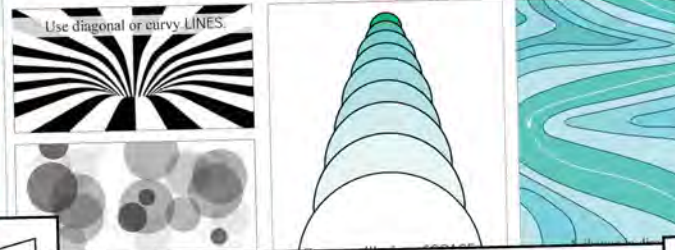
CONTRAST can help create a FOCAL POINT in a work of art by placing CONTRASTING ELEMENTS next to each other. When placed next to each other, CONTRASTING ELEMENTS will grab your attention.



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:



PRINCIPLES OF DESIGN
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.



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.

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

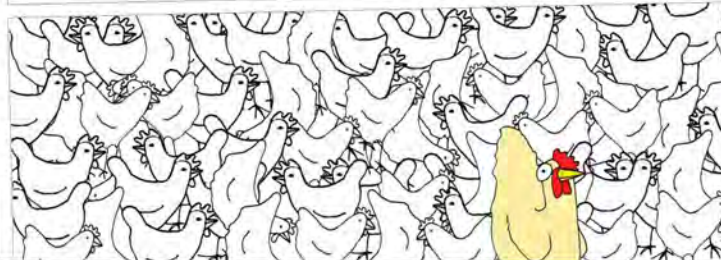
REPEATING similar elements with no PATTERN.



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 nothing will stand out, and the viewer's eye won't know where to go.



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. Further out from the center, heavier an object will feel.

Draw a picture that shows PROPORTION .	Draw a picture that shows PROPORTION .
Fill in the facial features using PROPORTION .	Fill in the facial features using PROPORTION .

PRINCIPLES OF DESIGN

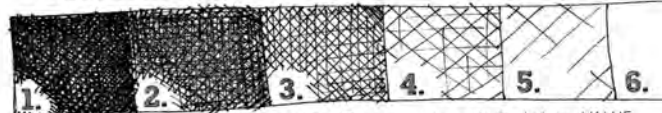
10 HANDOUTS

INFORMATION ON THE FRONT, ACTIVITIES ON THE BACK

SHADING

THE BASICS OF SHADING: TIPS & TECHNIQUES

VALUE SCALE: Shows the range from the darkest values to the lightest values in even steps.

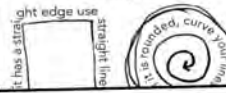


Start with the darkest **VALUE** and work towards the lightest **VALUE**.

Identify your **LIGHT SOURCE**. Where the light hits your object will be the **HIGHLIGHT** or the lightest **VALUE**.

Look at how the steps in the **VALUE SCALE** are also in the drawing.

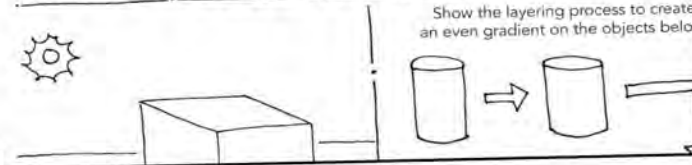
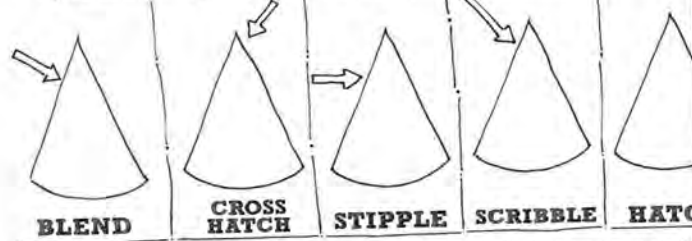
SHADE along the **CONTOURS** (the outline) of an object.



Slowly darken areas by layering **VALUE** to create an even **GRADIENT** for a more realistic look.



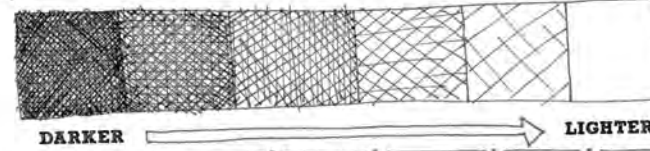
Try out 5 different shading techniques below. Use the arrows to show where the light source is hitting as a guide for where your highlights and shadows should be.



CROSS HATCHING

THE BASICS OF SHADING: TIPS & TECHNIQUES

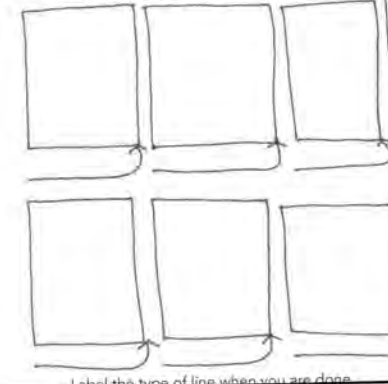
A **SHADING TECHNIQUE** that uses crossing lines to create **VALUE**. Place lines closer together for darker **VALUES** and spread them out to create lighter **VALUES**.



Create a **GRADIENT** by building layers of lines and moving from **HATCHING** to **CROSS HATCHING**.



Try out six types of **CROSS HATCHING** in the boxes below.



Fill in the image using a variety of **CROSS HATCH** lines.

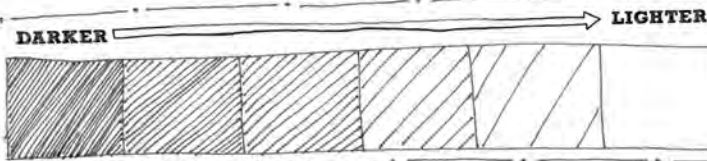


Label the type of line when you are done.

HATCHING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses lines that **DO NOT** cross to create **VALUE**. Lines are placed closer together to create darker **VALUES** and spread out to create lighter **VALUES**.



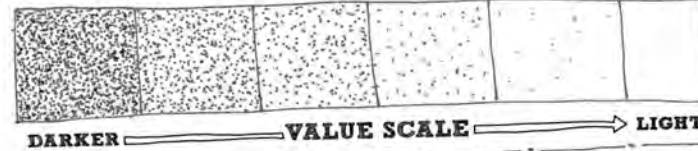
There are a lot of ways to use **HATCHING** when **SHADING**.



STIPPLING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses small dots or marks to create **VALUE**. Place the dots closer together to create darker **VALUES** and spread them out to create lighter **VALUES**.



There are a range of **STIPPLING** styles. Experiment with your mark making and **SHADING**.



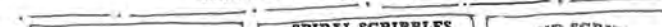
SCRIBBLING

THE BASICS OF SHADING: TIPS & TECHNIQUES

A **SHADING TECHNIQUE** that uses scribbled lines to create **VALUE**. Scribble in tight, small lines to create darker **VALUES**. Scribble in looser, spread out lines to create lighter **VALUES**.



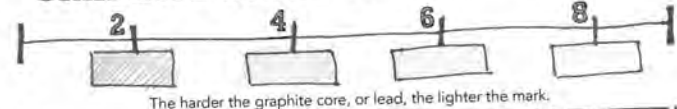
You can play with **SCRIBBLE** styles. Experiment with different mark making and **SHADING** styles.



GRAPHITE SCALES

DRAWING BASICS: TIPS & HOW TOS

NUMERICAL GRAPHITE SCALE: Pencils are marked with a number. Example: 2, 3, 4. As the numbers increase, the core hardness increases.



HB GRAPHITE SCALE:

Used to indicate a pencil is hard (H), black (B), and the degree of hardness and darkness (4H or 4B). A combination of H and B can be used to indicate a pencil is both hard and dark.

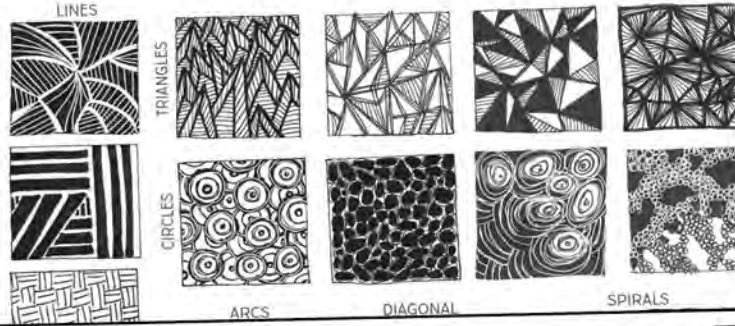
SHADING HANDOUTS

6 HANDOUTS

INFORMATION ON THE FRONT, ACTIVITIES ON THE BACK

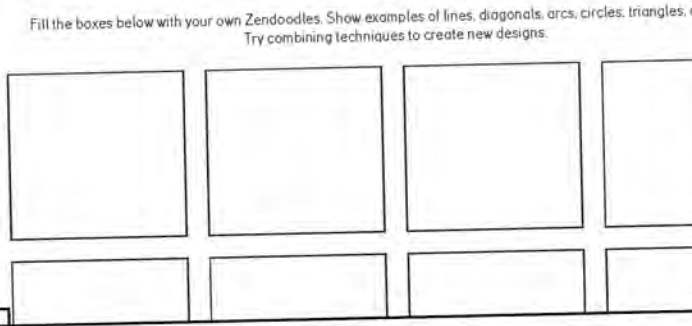
ZENDOODLES

PATTERNS



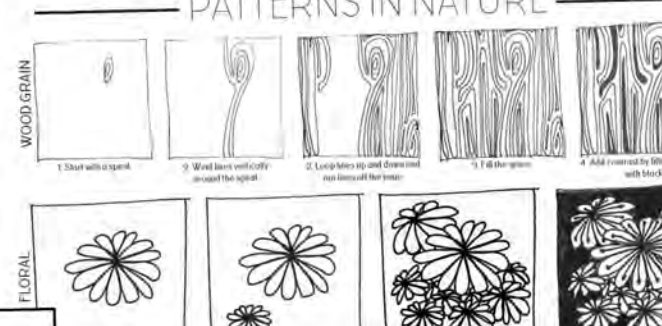
ZENDOODLES

PRACTICE



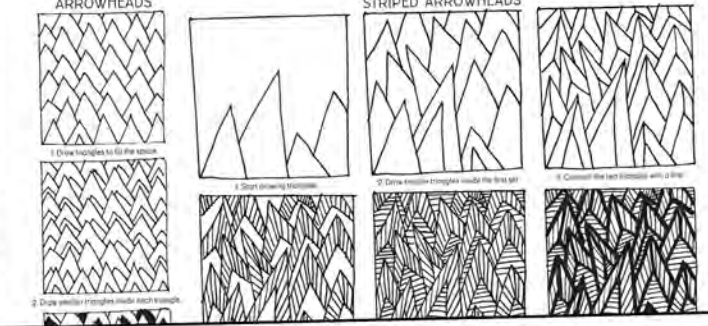
ZENDOODLES

PATTERNS IN NATURE



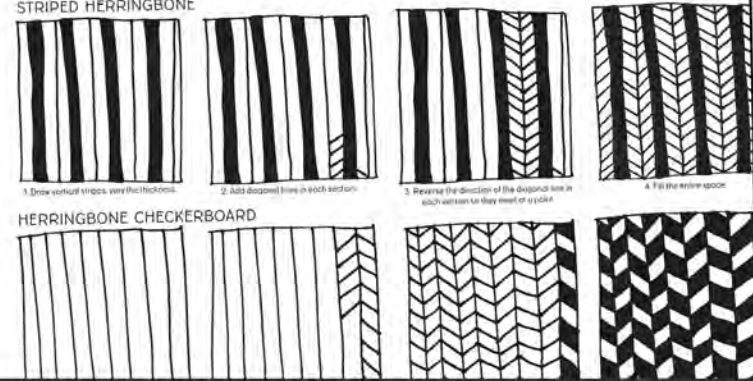
ZENDOODLES

ARROWHEADS & TRIANGLES



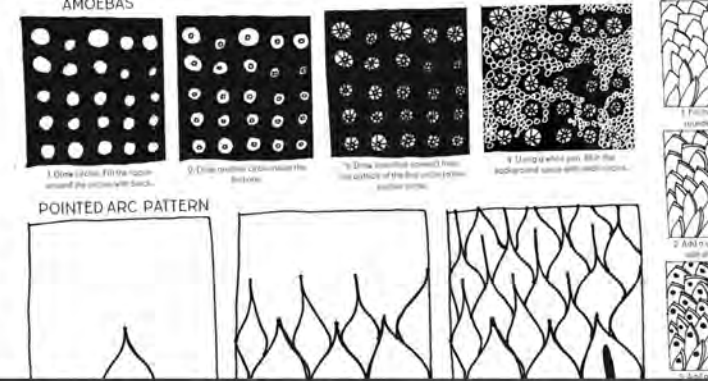
ZENDOODLES

CHECKERBOARD PATTERNS



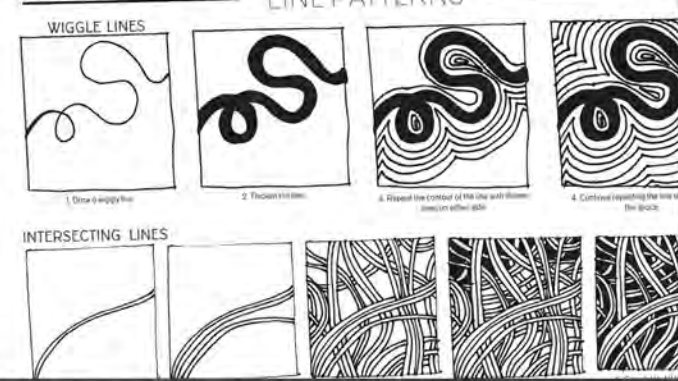
ZENDOODLES

ORGANIC PATTERNS



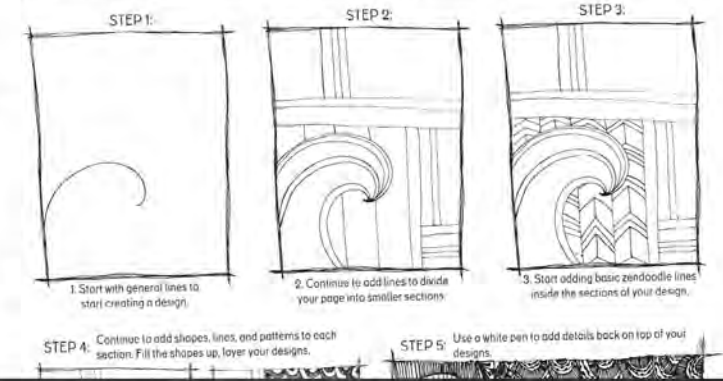
ZENDOODLES

LINE PATTERNS



ZENDOODLES

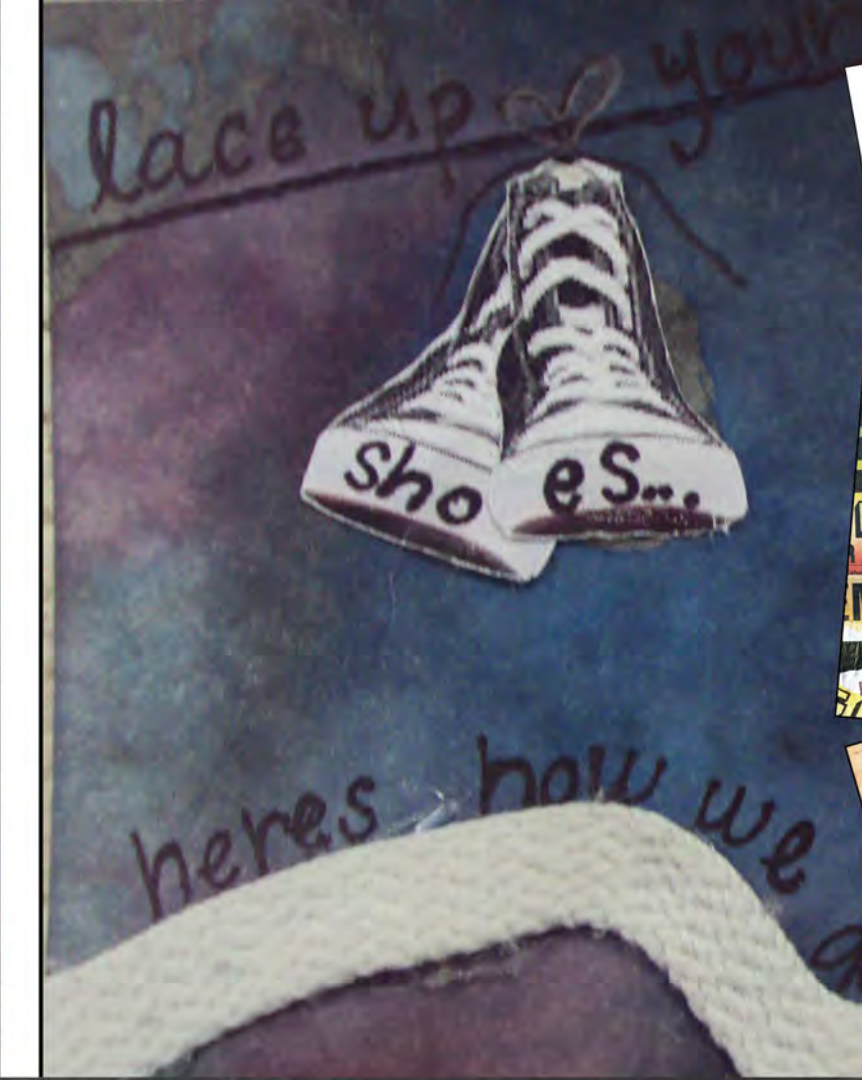
HOW TO



ZENDOODLES

9 HANDOUTS

INFORMATION ON THE FRONT, ACTIVITIES ON THE BACK



Artist Trading Cards
Introduction to Mixed Media

BIG IDEA:

- Experimenting with art making techniques and materials

GOALS: For students to...

- Understand space, emphasis, and balance
- Learn how to use multiple media in one work of art
- Consider what it means to trade their work of art

ESSENTIAL QUESTIONS:

- How can you create a successful work of art on such a small scale?
- How can you create a work of art using at least two different materials?
- How can you explore different ideas and create multiple works of art?

OBJECTIVES: Students will...

- Create at least 10 artist trading cards
- Stay within the size limit of 2 1/2" x 3 1/2"
- Use two different materials per artist trading card and experiment with a variety of materials

What is mixed media art?

- In artwork, the use of more than one medium in one work of art
- Medium: the materials used to create a work of art

Name: _____

Artist Trading Card Rubric

Category	Expectations	Possible Points	Comments	Score
ATC Requirements	All of the ATC (Artist Trading Card) requirements were met including size, at least 10 cards completed, and mixed media (every card)	25		

ARTIST TRADING CARDS

MIXED MEDIA ART LESSON

LESSON PLAN, PRESENTATION, RUBRIC, CRITIQUE

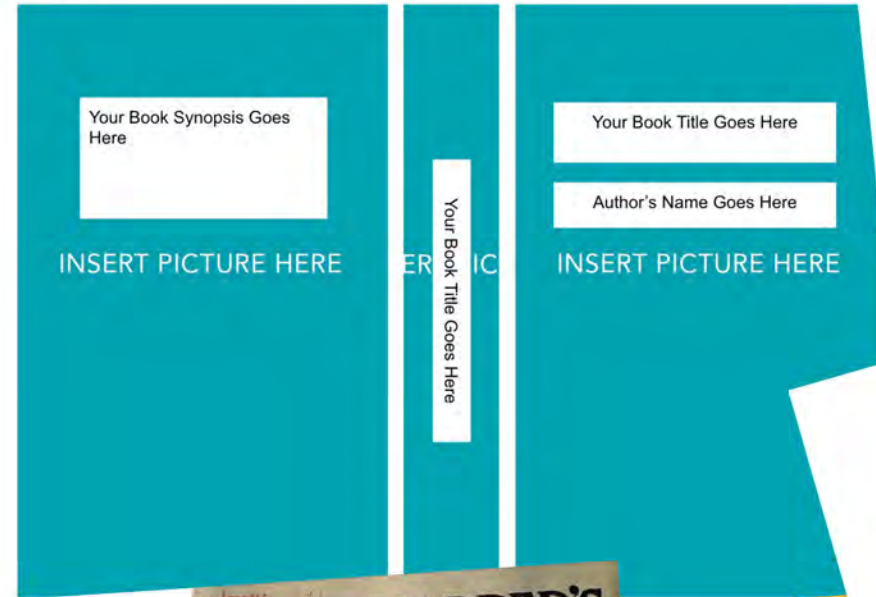
Midwest native Nick Carraway arrives in 1922 New York in search of the American dream. Nick, a would-be writer, moves in next-door to millionaire Jay Gatsby and across the bay from his cousin Daisy and her philandering husband, Tom. Thus, Nick becomes drawn into the captivating world of the wealthy and -- as he bears witness to their illusions and deceits -- pens a tale of impossible love, dreams, and tragedy.

F. SCOTT FITZGERALD

The Great Gatsby

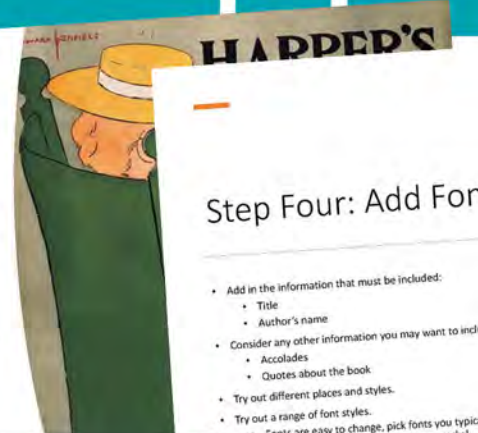


Book Title
Author's Name
Your Name



Do you judge a book by its cover?

- They say "Don't judge a book by its cover" but one of the most important parts of book cover design is creating a design that makes readers want to read it.
- A book cover must be appealing, informative, and able to be judged in the split second a consumer looks at it.



Step Four: Add Font

- Add in the information that must be included:
 - Title
 - Author's name
- Consider any other information you may want to include:
 - Accolades
 - Quotes about the book
- Try out different places and styles.
- Try out a range of font styles.

JUDGED BY ITS COVER BOOK COVER DESIGN

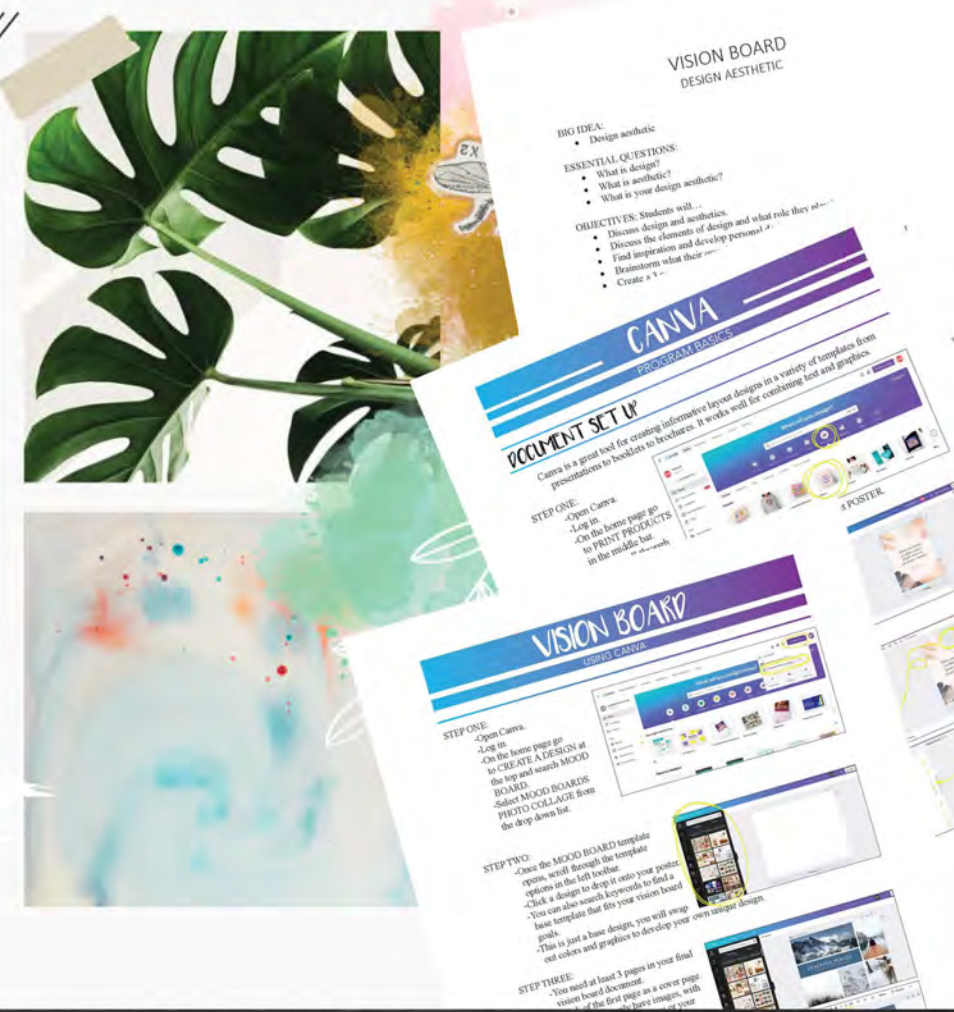
- BIG IDEA:**
- Book Cover Design
- ESSENTIAL QUESTIONS:**
- How does a book cover reflect the story?
 - What information should be included in the synopsis?
 - How can you create a book cover that represents a book?
- OBJECTIVES:** Students will...
- Look at examples of book cover designs.
 - Discuss what a book cover designer does.
 - Complete handouts to help inspire their project.
 - Create a book or album cover using a premade template.
 - Participate in a discussion of their...
- STANDARDS:**



BOOK COVER DESIGN

DIGITAL ART LESSON

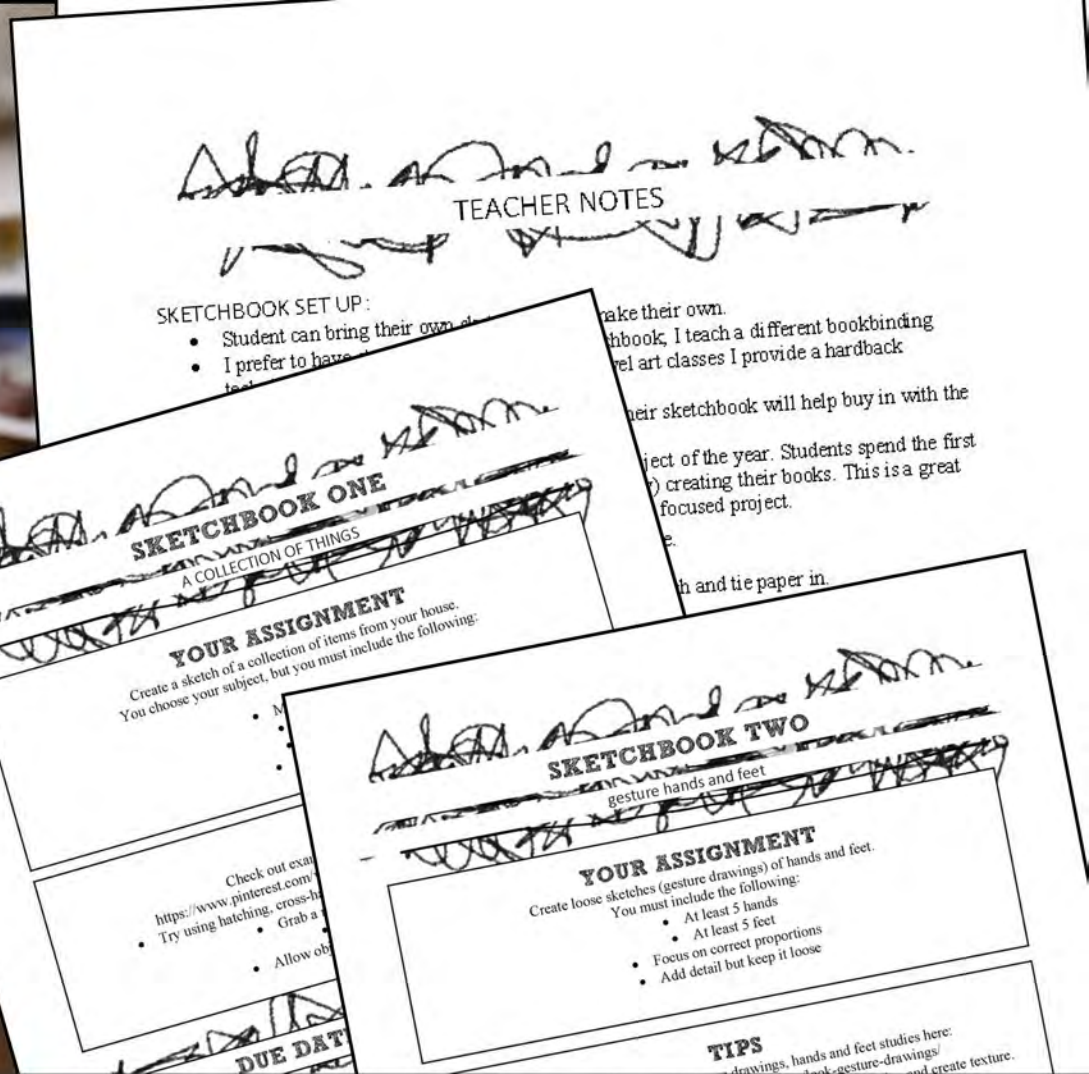
REDESIGN A BOOK COVER USING GOOGLE SLIDES



VISION BOARD DESIGN

DIGITAL ART LESSON

SHOW YOUR DESIGN AESTHETIC USING CANVA



SKETCHBOOK

9 SKETCHBOOK ASSIGNMENTS

A RANGE OF TOPICS WITH A FOCUS ON DRAWING



PREHISTORIC ART
Traveling Through Art History

BIG IDEA:

- Traveling through art history.

ESSENTIAL QUESTIONS:

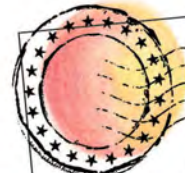
- What is prehistoric art?
- What are characteristics of prehistoric art?
- What was the purpose of prehistoric art?

OBJECTIVES: Students will...

- Look at the examples of prehistoric art.

Lascaux Caves

- In 1940 four teenagers and their dog stumbled upon cave paintings in Montignac, France.
- These previously undiscovered works of art are 17,000 years old, include over 600 depictions of animals

LASCAUX CAVES

Visit: <https://archeologie.culture.fr/lascaux/en>
Follow the instructions and answer the prompts below.

ART HISTORY ANALYSIS
LOOKING CRITICALLY AT A WORK OF ART

Art historians use inquiry to look at artwork in order to analyze and answer questions about the artist's intent, technique, their culture, and experiences. Art plays an incredibly important role in deciphering past cultures and events. Art historians help to unfold the mysteries of the past by critically looking at artwork when the artists are no longer available to explain their creations. The following questions can help guide art historians through that process:

VISUAL EXPERIENCE:
Describing the work of art in detail.
Example: Paint, paper, pencil, clay, stone, or silk.

MEDIUM: What is the object made of? What material was used to create it?

TECHNIQUE: What method was used to create the artwork?

ART HISTORY

PREHISTORIC ART

PRESENTATION, NOTE TAKING JOURNAL, ACTIVITIES



ANCIENT ART
Traveling Through Art History

BIG IDEA:

- Traveling through art history.

ESSENTIAL QUESTIONS:

- What is ancient art?
- What are characteristics of ancient art?
- What cultures were an important part of ancient art?

OBJECTIVES: Students will...

- Look at the examples of ancient art, specifically Mesopotamian, Egyptian, Greek, and Roman art.
- Discuss how to complete an art history analysis by looking at an example from each culture and analyzing it.
- Following instructions and questions in their travel journal, they will further research Mesopotamian art and the Ishtar Gate, Egyptian art and the Sphinx, Greek art and the Parthenon, Roman art and the Pantheon.
- Fill in their Ancient Art travel journal.
- Submit their travel journal for a classwork or participation grade.

STANDARDS: <http://www.nationalartstandards.org/>

Middle School:

- ART

ANCIENT ART
4,000 BCE to 400 CE

ART HISTORY TRAVEL JOURNAL
ANCIENT ART

WHAT IS ANCIENT ART?
WHO WERE THE LEADING ARTISTS?
WHAT ARE CHARACTERISTICS OF ANCIENT ART?
WHAT PERIOD OF TIME DOES ANCIENT ART COVER?
WHAT IS MESOPOTAMIAN ART?
WHAT ARE CHARACTERISTICS OF MESOPOTAMIAN ART?
WHAT ARE INTERESTING FACTS ABOUT MESOPOTAMIAN ART?

ANCIENT EGYPTIAN ART
Visit: https://www.youtube.com/watch?v=AK3Mvd_AZ1w
Follow the instructions and answer the prompts below.

1. WATCH THE VIDEO
2. WRITE DOWN 5 FACTS YOU LEARNED FROM THE VIDEO:

THE GREAT PYRAMIDS OF GIZA AND THE SPHINX
WHAT ARE THE STRUCTURES?
HOW WERE THEY BUILT?
ONE THAT STANDS OUT: CLICK THE LINK BELOW:
GIVE THE FOLLOWING INFORMATION:

ANCIENT ART
ASSIGNMENT SHEET

While you are continuing your education through distance learning you will learn about ancient art. For this assignment you will...

Disclaimer: Parents, due to the time period the students are researching art there is nudity in the works of art. The nudity is tasteful and can be viewed in an artistic and scientific way. If you prefer your child does not see these works of art they can skip the Met Museum links. The students can instead research the culture independently and select a work of art outside of the mentioned Metropolitan Museum of Art website.

- Look at a presentation about ancient art, while you read through the slides.
- Fill out notes, the first page of your travel journal pack, and fill out the questions.
- Visit this website: <https://www.metmuseum.org/visit/2018/03/01/ancient-art> and fill out the questions.
 - Learn more about Mesopotamian art and fill out the questions.
 - Visit: <http://tiny.cc/7dylbnw> to learn more about the Ishtar Gate. Fill out the questions.
 - Visit: <https://www.metmuseum.org/visit/2018/03/01/ancient-art> and select a work of art that you connect with, answer the remaining questions about that work of art.
 - Sketch or print out a picture of the work of art you are analyzing.
 - Fill out the remaining Mesopotamian art section of the travel journal pack.
 - Learn more about ancient Egyptian art and fill out the questions.
 - Visit this website: <https://www.metmuseum.org/visit/2018/03/01/ancient-art> and fill out the questions.
 - Learn more about ancient Egyptian art and fill out the questions.
 - Visit: https://www.youtube.com/watch?v=AK3Mvd_AZ1w and select a work of art from the virtual tour of the Great Pyramids and the Sphinx. Fill out the questions.
 - Visit: <https://www.metmuseum.org/visit/2018/03/01/ancient-art> and select a work of art that you connect with, answer the remaining questions about that work of art.
 - Sketch or print out a picture of the work of art you are analyzing.
 - Fill out the remaining Egyptian art section of the travel journal pack.

ART HISTORY

ANCIENT ART

PRESENTATION, NOTE TAKING JOURNAL, ACTIVITIES

CHECK OUT MORE PRODUCTS:



VISUAL JOURNAL
EVERYTHING YOU NEED TO TEACH

GET EVERYTHING YOU NEED: LESSON PLAN, PRESENTATIONS, 11 HOW TO HANDOUTS, PROMPTS, POSTERS, MORE

This product cover features a collage of various art projects and lesson materials. A large circular badge in the top left corner contains the title and subtitle. The bottom left corner includes a small circular logo with an eagle.



ART ELEMENTARY
6 TYPES OF PRINTMAKING UNIT

6 PRINTMAKING PROJECTS: 6 DIFFERENT TYPES OF PRINTING FOR KINDERGARTEN THROUGH 5TH GRADE

This product cover displays a grid of colorful printmaking projects. A large circular badge in the top left corner contains the title and subtitle. The bottom left corner includes a small circular logo with an eagle.



ACTIVITY ELEMENTS OF ART
7 WORKSHEETS ELEMENTS OF ART

FRONT & BACK WORKSHEETS WITH ACTIVITIES & DIGITAL FILL IN OPTIONS

This product cover shows various art worksheets and activity cards. A large circular badge in the top left corner contains the title and subtitle. The bottom left corner includes a small circular logo with an eagle.



VISUAL JOURNAL PROJECT
MIDDLE & HIGH SCHOOL

WEEKLY, SELF-DIRECTED ART PROJECT

This product cover features a collage of art projects and journal pages. A large circular badge in the top left corner contains the title and subtitle. The bottom left corner includes a small circular logo with an eagle.



VISUAL JOURNAL
ROLL-A-DESIGN
3 HANDOUTS
1 POSTER

INSPIRE YOUR STUDENTS TO WORK IN THEIR JOURNALS AND SKETCHBOOKS

This product cover displays a collage of art projects and journal pages. A large circular badge in the top left corner contains the title and subtitle. The bottom left corner includes a small circular logo with an eagle.



6 SHADING HANDOUTS ACTIVITIES POSTERS

FOR MIDDLE & HIGH SCHOOL ART CLASSES

This product cover shows various shading handouts and activity posters. A large circular badge in the top left corner contains the title and subtitle. The bottom left corner includes a small circular logo with an eagle.

Check out more projects for elementary through high school students.

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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.