

ART ACTIVITY

10 PRINCIPLES OF DESIGN ACTIVITIES

BALANCE

PRINCIPLES OF DESIGN

BALANCE is the way elements in a work of art are arranged so all parts work well together.

VISUAL WEIGHT

Elements in a work of art have VISUAL WEIGHT, how much attention it grabs from the viewer. Larger elements will grab your attention first. Smaller elements will grab your attention next, creating balance.



PATTERN

PRINCIPLES OF DESIGN

PATTERN is created when elements such as line, shape, and color, are repeated. Check out examples of lines, shapes, and colors below to inspire PATTERNS.



CONTRAST

PRINCIPLES OF DESIGN

CONTRAST is putting elements together that are opposite from each other. CONTRAST helps create interest and excitement in a work of art. CONTRAST can help create a focal point in a work of art.

EXAMPLES OF CONTRAST

Use COLOR to create CONTRAST in a work of art. Complementary colors have strong CONTRAST. Try putting them next to each other.



MOVEMENT

PRINCIPLES OF DESIGN

MOVEMENT is a sense of MOVEMENT in art by using the elements of art line, shape, and color. Create a sense of MOVEMENT through the principle of design, repetition. MOVEMENT can create fun, exciting works of art.

EXAMPLES OF MOVEMENT

DIAGONAL LINES or SLANTING LINES

RHYTHM

PRINCIPLES OF DESIGN

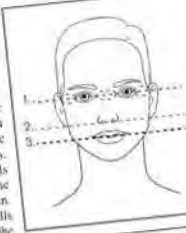
RHYTHM can create a sense of flow, movement, and unity in a work of art. RHYTHM can be created by repeating the elements of art such as line, shape, and color. There are different types of RHYTHM, check out some examples below.

EXAMPLES OF RHYTHM

ALTERNATING RHYTHM: When elements are repeated in a pattern.

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. The mouth falls halfway between the eyes and the chin.



SCALE is the size of an object compared to another object. For example, based on the size of a human, you can roughly tell the size of the tree, which gives you information about the size of the building.

REPETITION

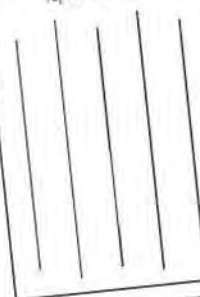
PRINCIPLES OF DESIGN

REPETITION is taking part of a work of art and copying it over and over again. REPETITION can create PATTERNS and UNITY. Create REPETITION by repeating elements of art such as line, shape, and color.

EXAMPLES OF REPETITION

LINE

Try creating repetition by repeating lines.



UNITY

PRINCIPLES OF DESIGN

UNITY makes different parts of a work of art feel like they belong together. UNITY can be created by repeating similar lines, shapes, colors, and textures. Similar elements will visually group objects together and create UNITY.

EXAMPLES OF UNITY

EMPHASIS

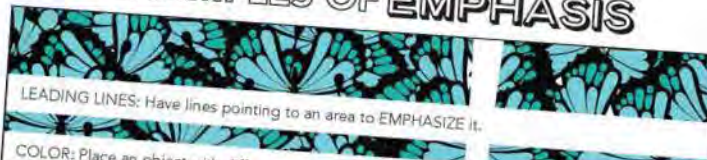
PRINCIPLES OF DESIGN

EMPHASIS helps bring your attention to a part of a work of art. EMPHASIS can be created through leading lines, adding different color, size, or other element. EMPHASIS helps create a focal point in a work of art.

EXAMPLES OF EMPHASIS

LEADING LINES: Have lines pointing to an area to EMPHASIZE it.

COLOR: Place an object with a different color to EMPHASIZE it.



VARIETY

PRINCIPLES OF DESIGN

VARIETY means including different types of elements in a work of art. VARIETY can be created by having different types of lines, shapes, and colors. VARIETY makes a work of art more interesting and exciting.

EXAMPLES OF VARIETY

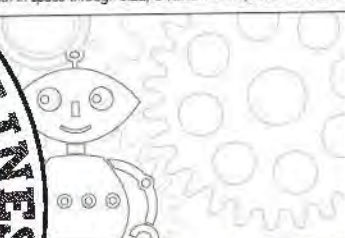
SHAPE: Use different shapes to create VARIETY.
LINE: Use different types of lines to create VARIETY.
COLOR: Use a range of colors to create VARIETY.



SPACE

ELEMENTS OF ART NAME:

Shows depth in space through SIZE, OVERLAPPING, & PLACEMENT.



10 HANDOUTS, 20 ACTIVITIES & 10 POSTERS
PRINT WORKSHEET OR POSTER SIZES

ART ACTIVITIES



This principles of design worksheet pack is designed for elementary art and middle school art students.



Teach principles of design with fun student directed activities.



Posters to decorate the art room and handouts for students.



2 activity options for all 10 handouts to plan for different ability levels and grade levels.

BALANCE

Handout & Poster Sizes

Info on the Front, Activities on the Back

Color and Colour Versions

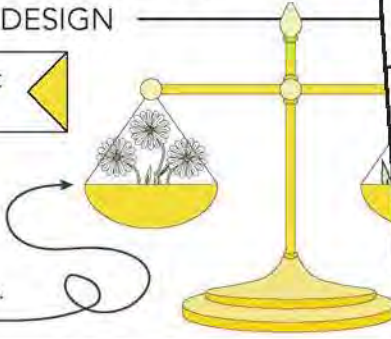
< BALANCE >

PRINCIPLES OF DESIGN

BALANCE is the way elements in a work of art are arranged so all parts work well together.

VISUAL WEIGHT

- Elements in a work of art have VISUAL WEIGHT, or how much attention it grabs from the viewer.
- A big element will grab your attention first. Smaller elements will grab your attention next, creating balance.
- Three small flowers balance with one big flower.



SYMMETRICAL BALANCE (ALSO CALLED FORMAL BALANCE)

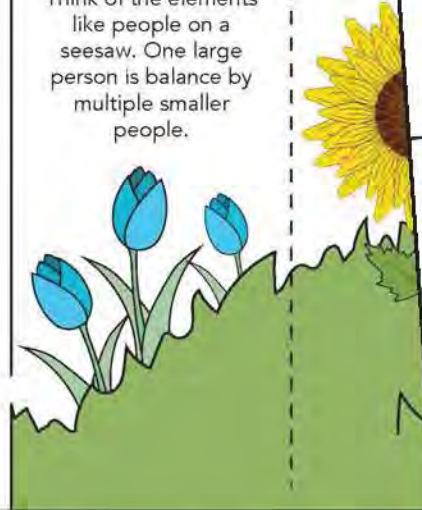
The work of art is the same on both sides of the center line.



ASYMMETRICAL BALANCE (ALSO CALLED INFORMAL BALANCE)

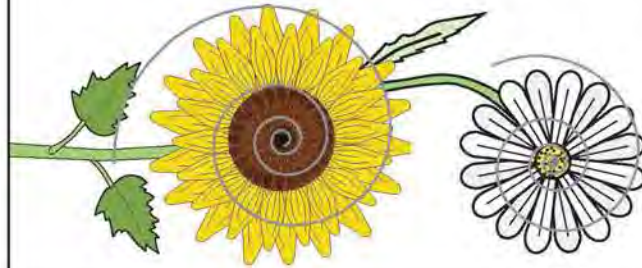
The work of art is different on each side of the center line, but the elements BALANCE each other.

Think of the elements like people on a seesaw. One large person is balance by multiple smaller people.



RADIAL BALANCE

Instead of creating BALANCE on a vertical or horizontal line, RADIAL BALANCE is created by placing elements BALANCE from a central point. Elements are evenly placed around the center. Round designs such as snowflakes, mandalas, flowers, and spirals are examples of RADIAL BALANCE.



< BALANCE >

PRINCIPLES OF DESIGN

NAME: _____

Draw objects in the scale pans below that BALANCE each other. Remember, everything has VISUAL WEIGHT, their VISUAL WEIGHT should BALANCE each other. Add color to the scale and your drawing.

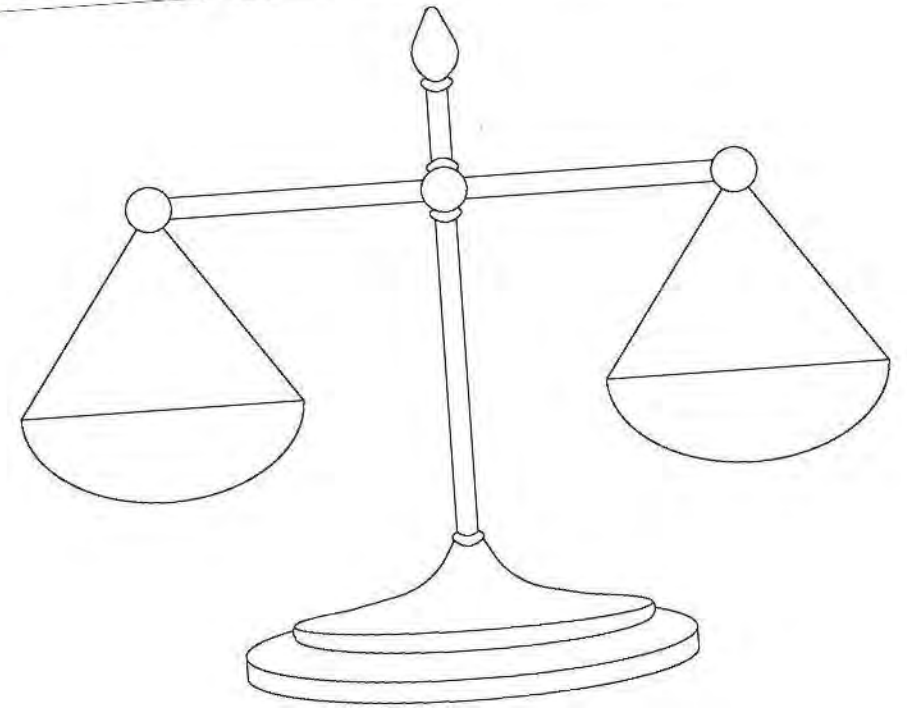


< BALANCE >

PRINCIPLES OF DESIGN

NAME: _____

Draw objects in the scale pans below that BALANCE each other. Remember, everything has VISUAL WEIGHT, their VISUAL WEIGHT should BALANCE each other.



CONTRAST

Handout & Poster Sizes

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Color and Colour Versions

PRINCIPLES OF DESIGN

CONTRAST

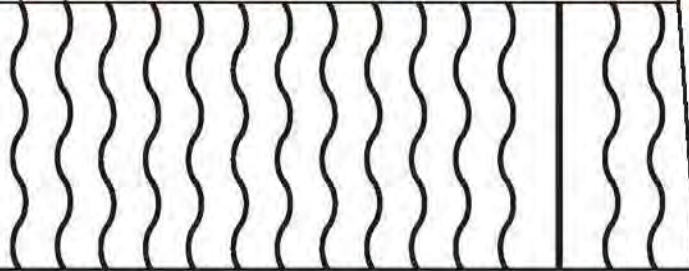
CONTRAST is putting elements together that are opposite from each other.
CONTRAST helps create interest and excitement in a work of art.
CONTRAST can help create a focal point in a work of art.

EXAMPLES OF CONTRAST

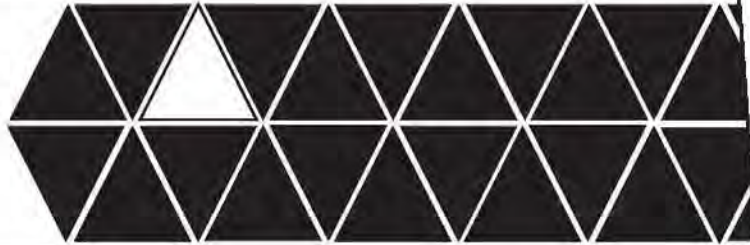
Use COLOUR to create CONTRAST in a work of art. Complementary colours have strong CONTRAST. Try putting them next to each other.



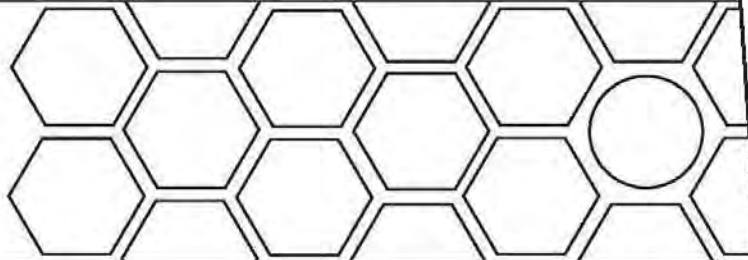
Use LINE to create CONTRAST in a work of art. Try placing straight lines in a group of wiggly lines.



Use VALUE to create CONTRAST in a work of art. Try placing light values next to dark values to create CONTRAST.



Use SHAPE to create CONTRAST in a work of art. Try placing a round shape in a group of straight edge shapes.



© 2013 Linda Ward Beech, The Literacy Connection

PRINCIPLES OF DESIGN

NAME: _____

CONTRAST

Create a drawing or pattern in the space below. Create contrast using lines, shapes, value, and color.

PRINCIPLES OF DESIGN

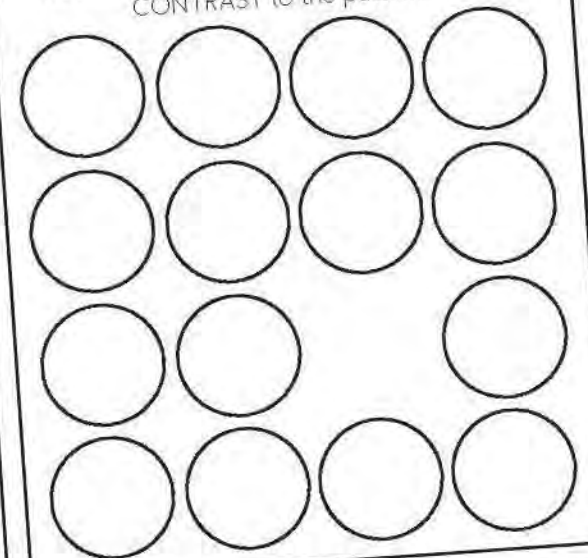
NAME: _____

CONTRAST

Try out different techniques to create CONTRAST in a work of art below.
Look at the front for ideas and to remind you how to use contrast.

Create a pattern using straight lines. Add one wiggly line to your pattern to create contrast.

Add a shape to the shapes below that adds CONTRAST to the pattern.



Use CONTRAST. Color one shape a different color or value than the others. Use light and dark colors.

MOVEMENT

Handout & Poster Sizes

Info on the Front, Activities on the Back

Color and Colour Versions

PRINCIPLES OF DESIGN

MOVEMENT

Create a sense of MOVEMENT in art by using the elements of art line, shape, and color.
Create a sense of MOVEMENT through the principle of design, repetition.
MOVEMENT can create fun, exciting works of art.

EXAMPLES OF MOVEMENT

DIAGONAL LINES or CURVING LINES can create a sense of movement.



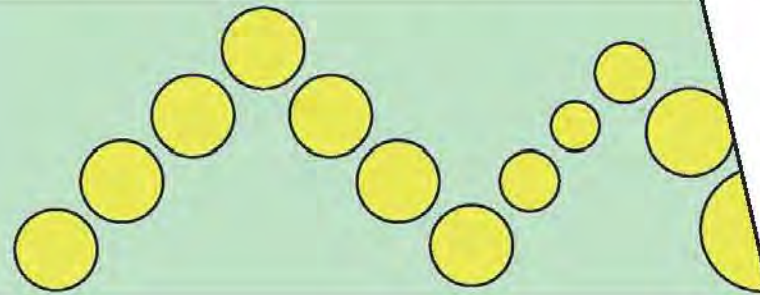
ORGANIC SHAPES create more movement than geometric shapes.



BRIGHT COLOURS create more movement than DARK COLOURS.



REPEATING objects can create a sense of MOVEMENT in a work of art. Try making the object larger and smaller to add more MOVEMENT.



A comic strip is a great way to show movement through a series of still images.

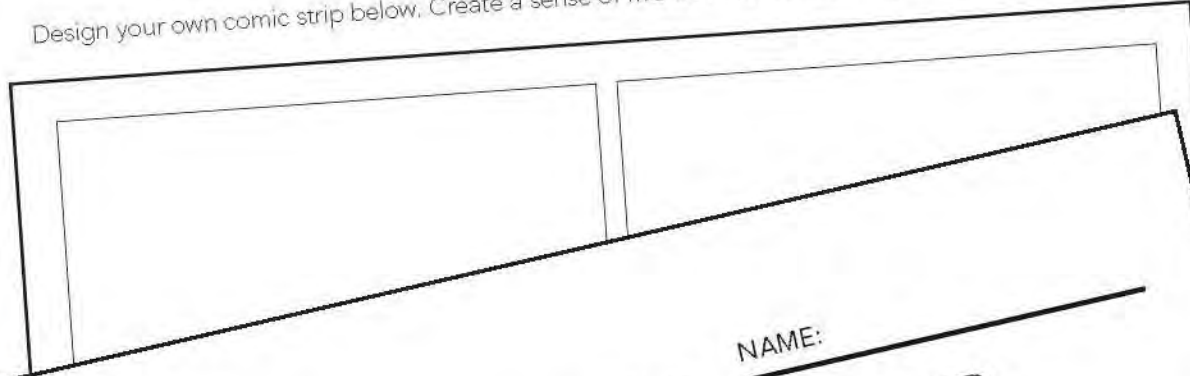
© 2012 Scholastic Teaching Resources

NAME: _____

PRINCIPLES OF DESIGN

MOVEMENT

Design your own comic strip below. Create a sense of MOVEMENT as the story continues in the boxes.



NAME: _____

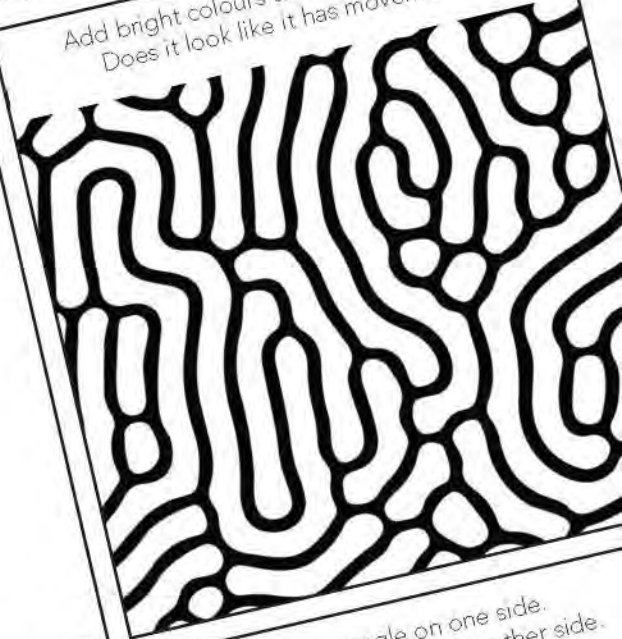
PRINCIPLES OF DESIGN

MOVEMENT

Try out different techniques to create MOVEMENT in a work of art below.
Look at the front for ideas and to remind you how to create MOVEMENT.

Make a design with diagonal lines and wiggly lines. Does it look like it has movement?

Add bright colours to the pattern below.
Does it look like it has movement?



square, or rectangle on one side.
edges, on the other side.

RHYTHM

Handout & Poster Sizes

Info on the Front, Activities on the Back

Color and Colour Versions

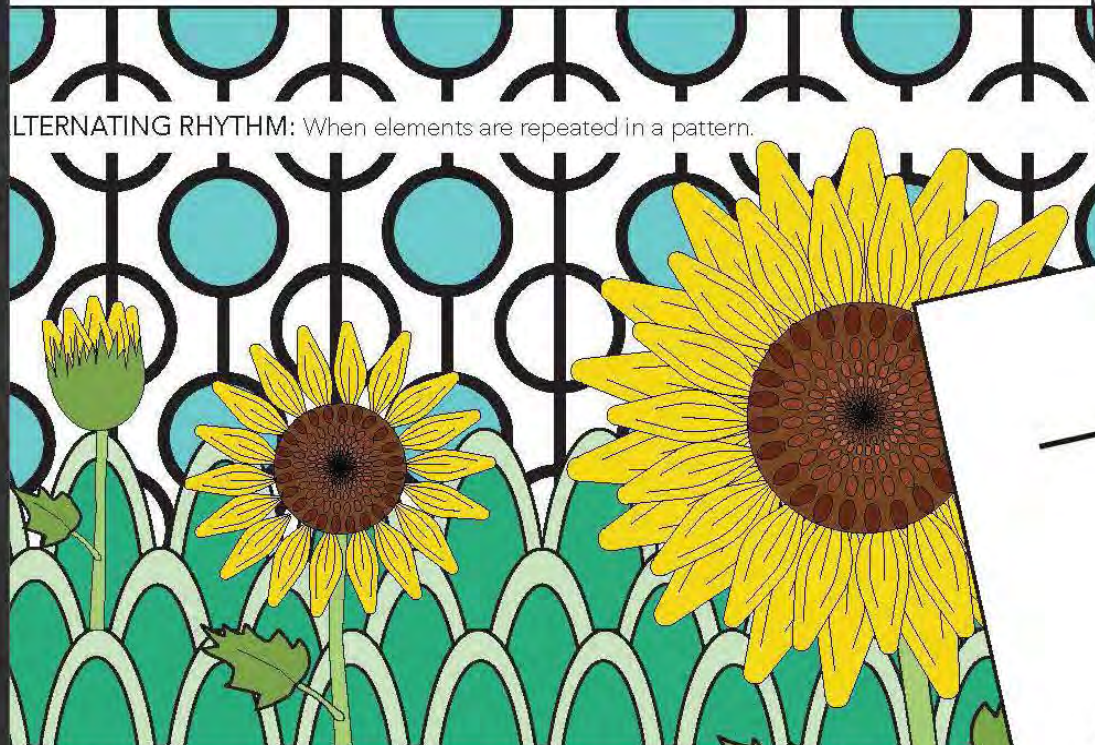
PRINCIPLES OF DESIGN

RHYTHM

RHYTHM can create a sense of flow, movement, and unity in a work of art.
RHYTHM can be created by repeating the elements of art such as line, shape, and color.
There are different types of RHYTHM, check out some examples below.

EXAMPLES OF RHYTHM

ALTERNATING RHYTHM: When elements are repeated in a pattern.



PROGRESSIVE RHYTHM: When elements change as they repeat.



REGULAR RHYTHM: When elements are repeated in the same way.



NAME: _____

PRINCIPLES OF DESIGN

RHYTHM

Create a drawing below that shows alternating, progressive, and regular rhythm.

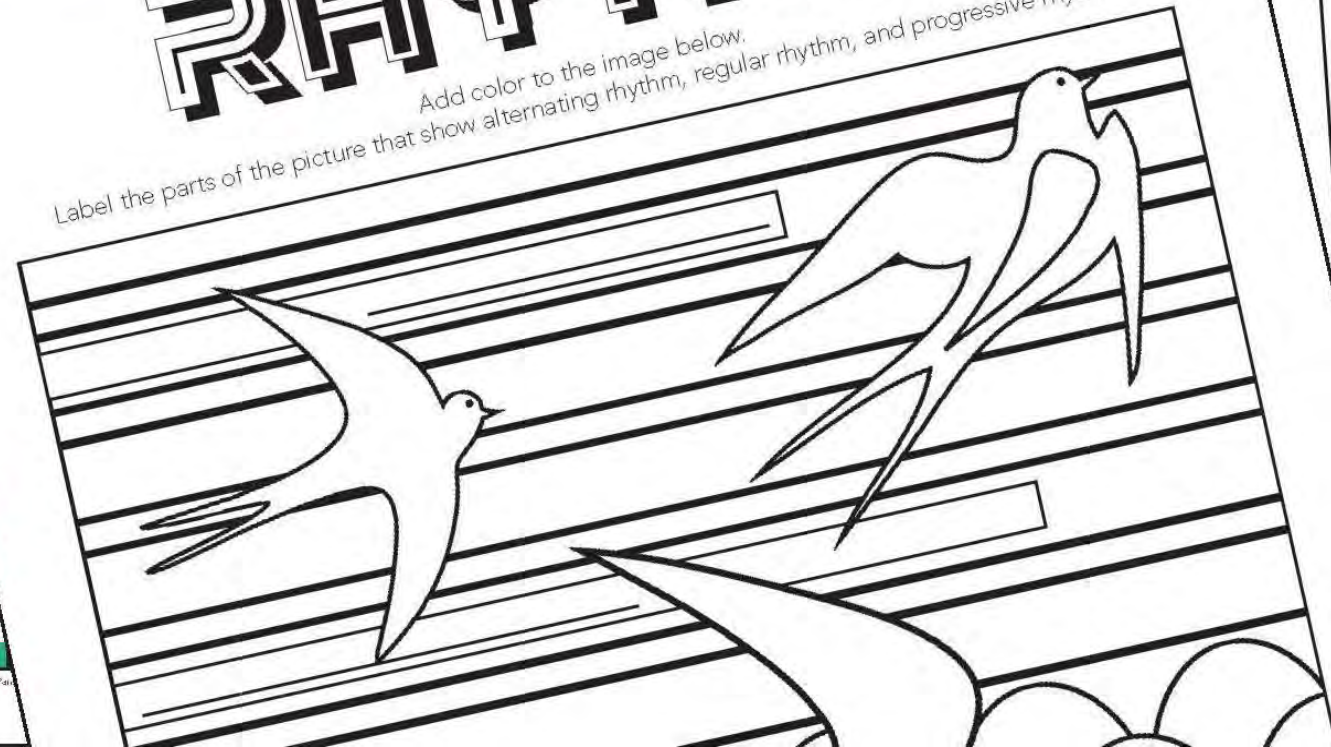


NAME: _____

PRINCIPLES OF DESIGN

RHYTHM

Add color to the image below.
Label the parts of the picture that show alternating rhythm, regular rhythm, and progressive rhythm.



REPETITION

Handout & Poster Sizes

Info on the Front, Activities on the Back
Color and Colour Versions

PRINCIPLES OF DESIGN

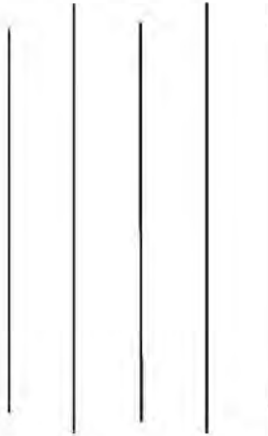
REPETITION

REPETITION is taking part of a work of art and copying it over and over again.
REPETITION can create PATTERNS and UNITY.
Create REPETITION by repeating elements of art such as line, shape, and colour.

EXAMPLES OF REPETITION

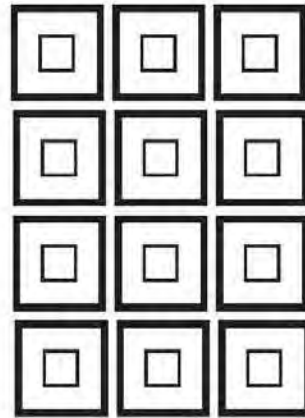
LINE

Try creating repetition by repeating lines.



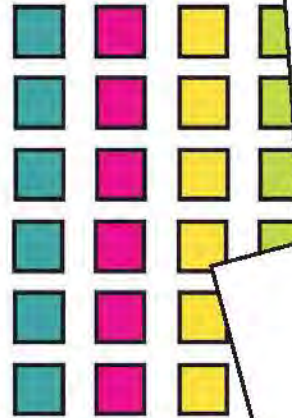
SHAPE

Try creating repetition by repeating shapes.

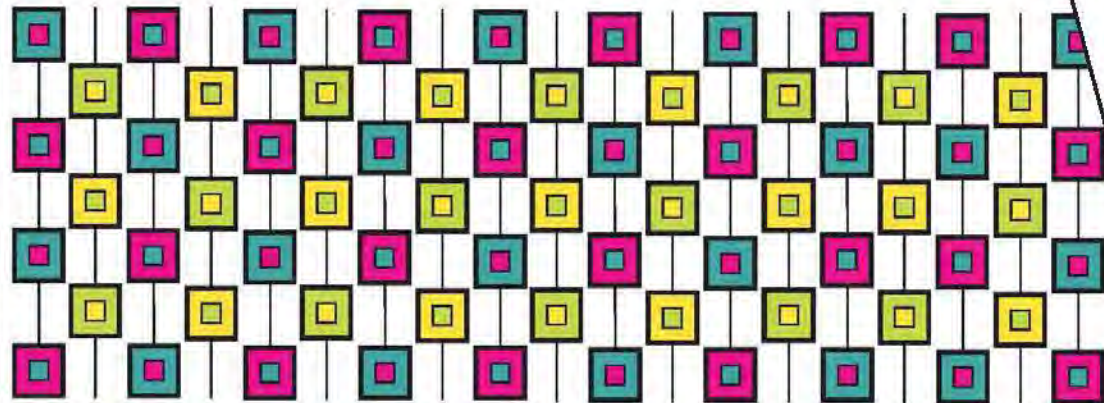


COLOUR

Try creating repetition by repeating colours.



PATTERN: When elements of art are repeated in the same way it creates a PATTERN.



NAME: _____

PRINCIPLES OF DESIGN

REPETITION

Test out different LINES, SHAPES, and COLOURS below.
Pick your favorites and repeat them to use REPETITION to create a PATTERN.

LINE

Try out different types of lines.

SHAPE

Try out different shapes.

COLOUR

Test out a range of colours.

NAME: _____

PRINCIPLES OF DESIGN

REPETITION

Add COLOURS to the repeating lines and shapes to create REPETITION and PATTERN.



UNITY

Handout & Poster Sizes

Info on the Front, Activities on the Back

Color and Colour Versions

PRINCIPLES OF DESIGN

UNITY

UNITY makes different parts of a work of art feel like they belong together. UNITY can be created by repeating similar lines, shapes, colors, and textures. Similar elements will visually group objects together and create UNITY.

EXAMPLES OF UNITY



SHAPE: When shapes are similar or repeat they show UNITY.

COLOR: When colors are repeated they create UNITY.

TEXTURE: Similar or repeated textures create UNITY.

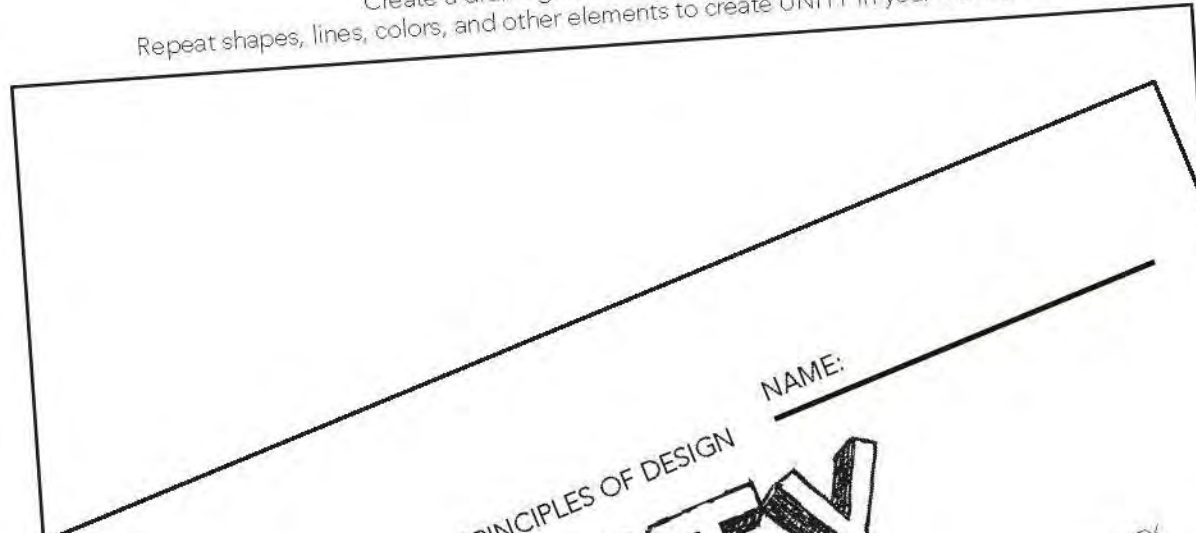
©2011 Linda Ward Beechler, Scholastic Teaching Resources

NAME: _____

PRINCIPLES OF DESIGN

UNITY

Create a drawing below that shows UNITY.
Repeat shapes, lines, colors, and other elements to create UNITY in your work of art.



NAME: _____

PRINCIPLES OF DESIGN

UNITY

Add color, lines, and shape to the fish below. Repeat similar designs in the fish to create UNITY.



VARIETY

Handout & Poster Sizes

Info on the Front, Activities on the Back

Color and Colour Versions

PRINCIPLES OF DESIGN

VARIETY

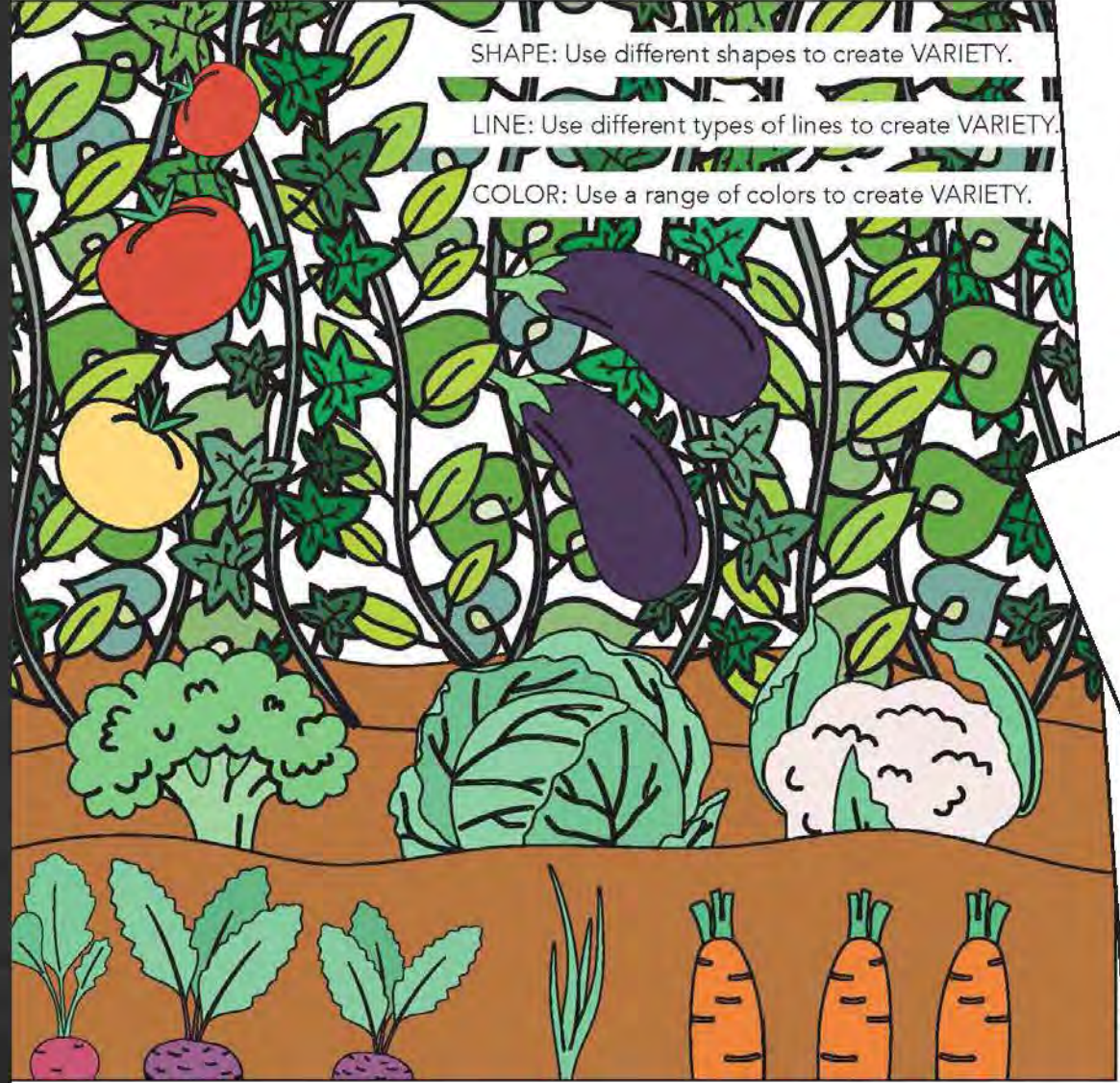
VARIETY means including different types of elements in a work of art.
VARIETY can be created by having different types of lines, shapes, and colors.
VARIETY makes a work of art more interesting and exciting.

EXAMPLES OF VARIETY

SHAPE: Use different shapes to create VARIETY.

LINE: Use different types of lines to create VARIETY.

COLOR: Use a range of colors to create VARIETY.



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PRINCIPLES OF DESIGN

NAME: _____

VARIETY

Create a drawing below that shows VARIETY.
Repeat shapes, lines, colors, values, and other elements to create VARIETY in your work of art.



PRINCIPLES OF DESIGN

NAME: _____

VARIETY

Add VARIETY to the butterflies below by creating different designs in each one.
Test different lines, shapes, colors, values, textures, and more!



EMPHASIS

Handout & Poster Sizes

Info on the Front, Activities on the Back



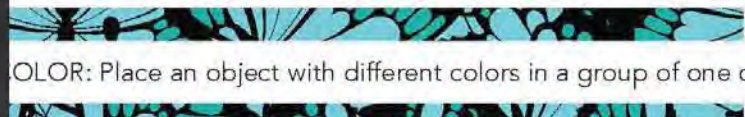
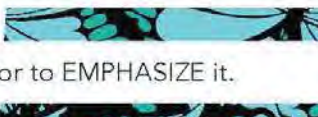




Color and Colour Versions


PRINCIPLES OF DESIGN

EMPHASIS

EMPHASIS helps bring your attention to a part of a work of art.
EMPHASIS can be created through leading lines, adding different color, size, or other elements.
EMPHASIS helps create a focal point in a work of art.

EXAMPLES OF EMPHASIS



© 2011 Lock Estowen/The Lines by Whitney Parvita

PRINCIPLES OF DESIGN

NAME: _____

EMPHASIS

Create a drawing below. EMPHASIZE one part of your drawing to create a focal point.
TIPS: make the object larger than the rest, have lines pointing to it, make it a different color, texture, or shape.

PRINCIPLES OF DESIGN

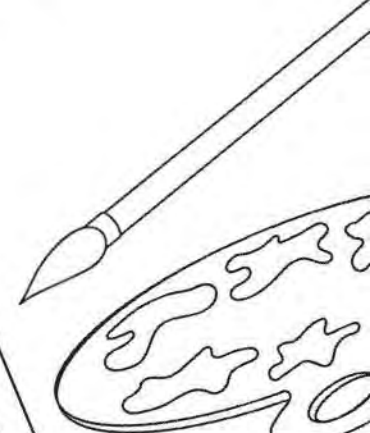
NAME: _____

EMPHASIS

Create EMPHASIS in each section below. Add color to all the images and follow the direction to add other elements to EMPHASIZE the focal point.

Draw three objects that are the same. Draw one larger than the others to emphasize it.

Use leading lines, or lines pointing to an object, to emphasize ONE of the objects below.





PATTERN

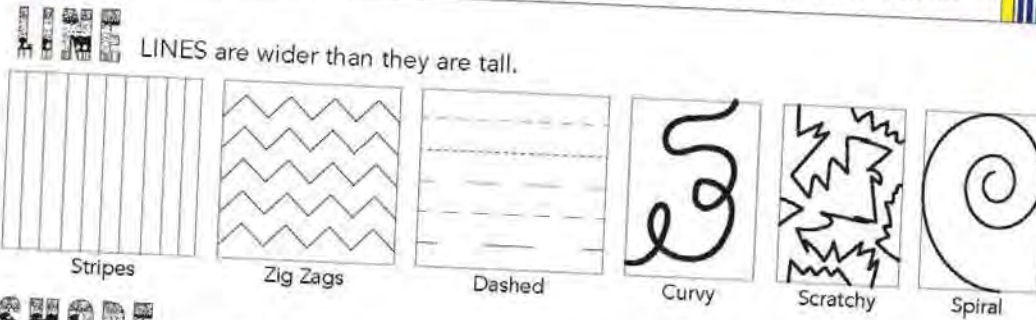
Handout & Poster Sizes

Info on the Front, Activities on the Back
Color and Colour Versions

PATTERN

PRINCIPLES OF DESIGN



 PATTERN is created when elements such as line, shape, and color, are repeated. Check out examples of lines, shapes, and colors below to inspire PATTERNS. 



SHAPE SHAPES are created by connecting lines to close...

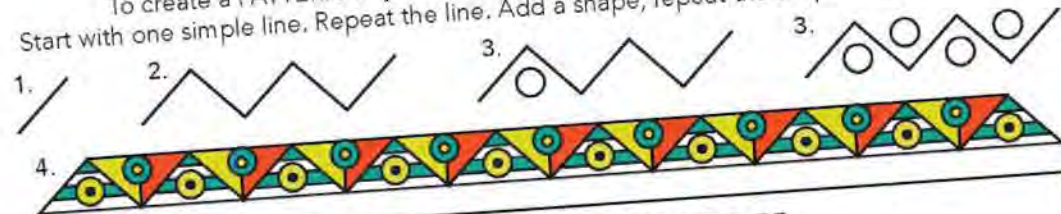
PATTERN

PRINCIPLES OF DESIGN

 PATTERN is created when elements such as line, shape, and color, are repeated. 

CREATING PATTERN

To create a PATTERN all you have to do is repeat lines, shapes, and patterns. Start with one simple line. Repeat the line. Add a shape, repeat the shape. Fill it in with color.







REGULAR PATTERN

REGULAR PATTERN is created when shapes, lines, and color repeat in the same way.



PATTERN



ACTIVITY

 PATTERN is created when elements such as line, shape, and color, are repeated. 
 Practice creating your own PATTERN in the space below. 



PATTERN

ACTIVITY

 Practice creating your own PATTERNS by following the steps below. 

<p>Try out different styles of LINES in this box. TIP: Try wiggly, zig zag, swirly, scratchy, and straight lines.</p>	<p>Try out different styles of SHAPES in this box. TIP: Try circles, triangles, rectangles, hearts, and stars.</p>	<p>Try out different COLORS in this box. Scribble with your favorites COLORS.</p>
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Draw and repeat your favorites LINES, SHAPES, and COLORS from the boxes above to create your own unique PATTERN in this box.

PROPORTION

Handout & Poster Sizes

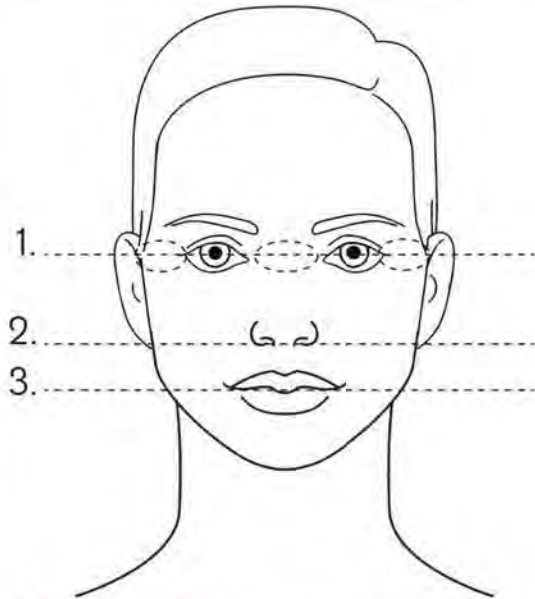
Info on the Front, Activities on the Back

Color and Colour Versions

PROPORTION & SCALE

PROPORTION is the size of parts compared to a whole.

SCALE is the size of an object compared to another object.

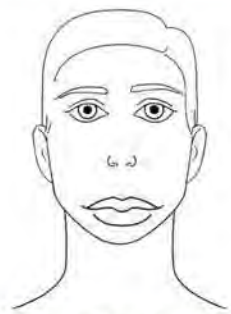


STANDARD PROPORTION:
objects look realistic.



REALISTIC 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.



ALTERED PROPORTION:
objects don't appear realistic.



MONUMENTAL PROPORTION:
objects are larger than normal.



MINIATURE PROPORTION:
objects are smaller than normal.

PROPORTION & SCALE

Name: _____

Draw a picture that shows either ALTERED or REALISTIC PROPORTION.

Draw a picture that shows
MINIATURE PROPORTION.

Draw a picture that shows
MONUMENTAL PROPORTION.

Fill in the facial features using
STANDARD PROPORTION.

Fill in the facial features using
ALTERED PROPORTION.

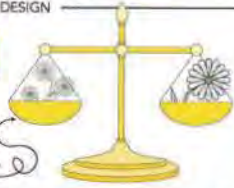
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- Three small flowers balance with one big flower.



SYMMETRICAL BALANCE (ALSO CALLED FORMAL BALANCE)

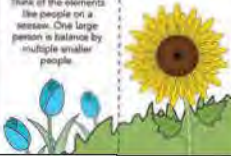
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ASYMMETRICAL BALANCE (ALSO CALLED INFORMAL BALANCE)

The work of art is different on each side of the center line, but the elements BALANCE each other.

Think of the elements like people on a seesaw. One large person is balanced by multiple smaller people.



CONTRAST

PRINCIPLES OF DESIGN

CONTRAST is putting elements together that are opposite from each other. CONTRAST helps create interest and excitement in a work of art. CONTRAST can help create a focal point in a work of art.

EXAMPLES OF CONTRAST

Use **COLOR** to create CONTRAST in a work of art. Complementary colours have strong CONTRAST. Try putting them next to each other.



Use **LINE** to create CONTRAST in a work of art. Try placing straight lines in a group of wiggly lines.



MOVEMENT

PRINCIPLES OF DESIGN

Create a sense of MOVEMENT in art by using the elements of art line, shape, and color. Create a sense of MOVEMENT through the principle of design, repetition. MOVEMENT can create fun, exciting works of art.

EXAMPLES OF MOVEMENT

DIAGONAL LINES or **CURVING LINES** can create a sense of movement.



ORGANIC SHAPES create more movement than geometric shapes.



BRIGHT COLORS create more movement than **DARK COLORS**.



RHYTHM

PRINCIPLES OF DESIGN

RHYTHM can create a sense of flow, movement, and unity in a work of art. RHYTHM can be created by repeating the elements of art such as line, shape, and color. There are different types of RHYTHM, check out some examples below.

EXAMPLES OF RHYTHM



ALTERNATING RHYTHM: When elements are repeated in a pattern.

UNITY

PRINCIPLES OF DESIGN

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EXAMPLES OF UNITY



VARIETY

PRINCIPLES OF DESIGN

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EXAMPLES OF VARIETY

SHAPE: Use different shapes to create VARIETY.

LINE: Use different types of lines to create VARIETY.

COLOR: Use a range of colors to create VARIETY.



EMPHASIS

PRINCIPLES OF DESIGN

EMPHASIS helps bring your attention to a part of a work of art. EMPHASIS can be created through leading lines, adding different color, size, or other element. EMPHASIS helps create a focal point in a work of art.

EXAMPLES OF EMPHASIS



LEADING LINES: Have lines pointing to an area to EMPHASIZE it.

COLOR: Place an object with different colors in a group of one color to EMPHASIZE it.

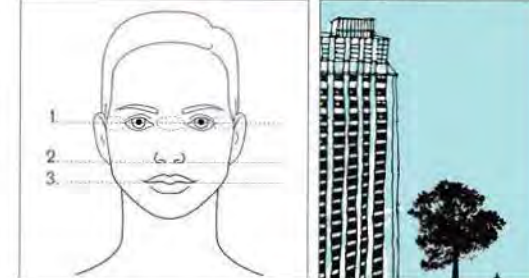
SIZE: Make an object larger than other objects to EMPHASIZE it.

PROPORTION & SCALE

PRINCIPLES OF DESIGN

PROPORTION is the size of parts compared to a whole.

SCALE is the size of an object compared to another object.



REPETITION

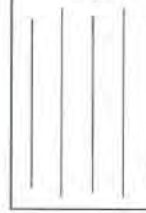
PRINCIPLES OF DESIGN

REPETITION is taking part of a work of art and copying it over and over again. REPETITION can create PATTERNS and UNITY. Create REPETITION by repeating elements of art such as line, shape, and color.

EXAMPLES OF REPETITION

LINE

Try creating repetition by repeating lines.



SHAPE

Try creating repetition by repeating shapes.



COLOR

Try creating repetition by repeating colors.



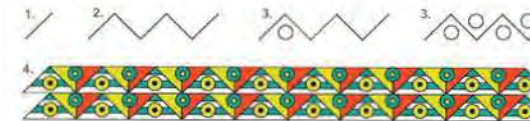
PATTERN

PRINCIPLES OF DESIGN

PATTERN is created when elements such as line, shape, and color, are repeated.

CREATING PATTERN

To create a PATTERN all you have to do is repeat lines, shapes, and patterns. Start with one simple line. Repeat the line. Add a shape, repeat the shape. Fill it in with color.



REGULAR PATTERN

REGULAR PATTERN is created when shapes, lines, and color repeat in the same way.

POSTERS

10 PRINTABLE POSTERS

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"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."

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OF DESIGN
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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.