Visual Arts Teaching Resources and Strategies

Visual Art Skills Elements of Art Forms and Styles Creating Line: a horizontal, vertical, or curved Painting Prehistoric Exploring media, techniques mark across a surface Drawing Ancient Near East and processes **Shape:** the two dimensions of height Sculpture Aegean and width arranged geometrically Ceramics Egyptian **Perceiving** Color: primary, secondary, and Photography Greek Using elements and principles complimentary Textiles Roman Expressing Intensity/chroma Early Christian Architecture Using subject matters, Temperature/bias Graphic Design Byzantine themes, symbols, ideas, and **Value:** lightness and darkness Media (Computer, Middle Ages purposes **Space:** the area the object takes up video, etc) Romanesque Printmaking Gothic and the area around it. Contextualizing Aerial/Linear Jewelry Renaissance Connecting to times, places, Collage Mannerism **Form:** height, width, and depth people, and other disciplines Stained Glass Baroque shown by contours Analyzing Fresco Rococo **Texture:** way something feels or Determining the merit of Mosaic Neo-Classicism looks as it would feel artworks (criticism) Romanticism Implied/Actual Realism Defining Principles of Art Impressionism Determining the definition of Expressionism Balance art (aesthetics) Modern Repetition Post Modern Rhythm **Emphasis** Children's Literature Teaching Strategies Unity Variety Brainstorm Picture Book Movement Seen Art?, Jon Sciesza and Lane Smith, 2005 Visualize Structures and Forms You Can't take a Balloon into the Metropolitan Sketch Composition Museum of Art, Jacqueline Preiss Weitzman, Compose 2001 Block-in ABC Book Modify/adapt A is for Art, Stephen P. Johnson, 2008 Refine Art Terms **Informational Book** Exhibit Abstract Can You Hear It? Dr. William Lach, Asymmetry Metropolitan Museum of Art, 2006 Complementary Biography Contour An Eye for Color: The Story of Josef Albers, Foreshortening Natasha Wing, 2009 Gesture Chapter Book Gradation Monochromatic The Wright Three, Blue Balliet, 2006 Non-objective Perspective Proportion Ratio Symmetry 3-D Vanishing Point