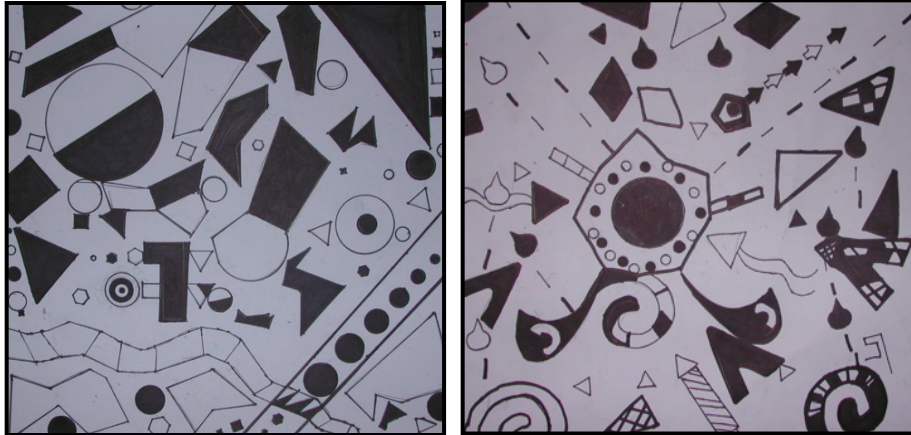


## Non-Real Design



Objectives for the Learning Activity: Students will create a non-real design using lines and shapes. The final design will be made using an assortment of templates, rulers and black markers.

Definition: **Non-Real or Non-Objective** Art that has no recognizable subject matter, such as trees, flowers, or people. The subject matter of the work of art is the design itself.

Materials for the Learning Activity:

12" X 12" heavy white paper (vellum Bristol cover)

sketchbook or scratch paper

pencils

assortment of templates

rulers

fine black markers, extra fine black Sharpee, Flair pen (does not bleed), fine black Sharpee to fill in big shapes.

Procedure for Learning Activity:

1. Define Non-Real or Non-Objective
2. Show examples of works by artists like Vassily Kandinsky
3. Post list of possible words to use for the title of the work of art.

swirly, bouncy, aimless, hate, explode, calm, nightmare, collide, stormy, party, lost, attach, detour, bubbly, restless, frenzy, ricochet, confined.

4. Demonstrate one theme. Do not use templates or rulers.
5. Students will divide a paper in quarters like a window pane and do four rough drafts. This may be done in their sketchbook or on scratch paper.
6. Students choosing one design. (Keep their choice a secret from other students by writing it very tiny on the back of the paper.) Using a pencil, they will enlarge onto the 12" X 12" heavy white paper. Place an assortment of templates and rulers on each table.

7. Go over all of the pencil lines and shapes with black markers. If it is a shape, they outline first with a black Flair pen, then fill in with fine black Sharpee.
8. Erase pencil lines.
9. Post each design and have classmates guess the theme.

