



WHERE ARTISTS GET THEIR IDEAS - LESSON PLAN

LESSON SUMMARY

Investigating where artists get their ideas is important for all levels of students in all subjects. While we are exploring artists' ideas, these same techniques are employed by scientists, mathematicians, writers, artists... everyone!

GRADE LEVEL

Middle school

TIME NEEDED

20-40 minutes (varies widely depending on application)

OBJECTIVES

- The student uses writing processes effectively.
- The student writes to communicate ideas and information effectively.
- The student explores different media for self-expression, and begins to investigate intention in the creation of art.
- The student creates a work of art that expresses a feeling comparable to that expressed in the artwork they observed.

SUNSHINE STATE STANDARDS

- LA.B.1.3.1. organizes information before writing according to the type and purpose of writing.
- LA.B.2.3.1. writes text, notes, outlines, comments, and observations that demonstrate comprehension of content and experiences from a variety of media.

MATERIALS (IN GALLERY)

- Pencil

VOCABULARY WORDS

- Media
- Symbol

NOTES & WORKSHEETS

- Idea Hunt Page - Blank
- Idea Discussion Guide



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LESSON PLAN

Pre-Gallery Visit:

Explore categories and other ideas surrounding where artists get their ideas. (Use the guide on next page to direct discussion.) Use something contemporary to compare it to - film, television, photographs, drawings or writings.

In Gallery:

Students are given a blank Idea Hunt Card to complete while in the gallery. They should investigate two works - maybe one 2-D and one 3-D - and write their thoughts on their blank page.

Post-Gallery Visit:

Using gallery information, answer the following:

Why did the artist choose that theme to express?

How would you express the same thing in our contemporary time?

Follow up with project in your discipline to allow them to make that item and express that same feeling-

Write about the topic.

Create a sculpture.

Invent a product or machine that tells the story.

Draw a picture or paint an image.

Take a photograph that shows the story.

Engage in a debate with a classmate on the topic's two sides.

Create a website featuring the idea, symbols, and art of the time.

Make an outline of the time period and its factors.

Create a film about the topic.