

LESSON PLAN

Art



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Mobile Design

Students will...

- · Learn and be able to recognize the elements and principles of design
- · Design a plan for a mobile
- Use a wide variety of art materials safely and responsibly

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Time: 1 to 2 class periods

Objectives

Standards

C 4.1

Explore and discuss elements and principles of design.

C 4.6

Use sketching to develop ideas for artwork.

C 4 8

Explore the natural characteristics of materials and their possibilities and limitations.

Cut

D 4.5

Learn basic language used in art.

H 4.1

Show differences among colors, shapes, textures, and other qualities of objects in their artwork.

H 4.4

Create three-dimensional forms with paper, clay, and other materials.

J 4.1

Explore the purposes and functions of art.

L 4.6

Understand that artists develop a personal style that reflects who they are.

Introduction

Mobiles are an excellent way to demonstrate the elements and principles of art and design. They are estimated to have been introduced in the 1930s by Alexander Calder, who created these beautiful hanging structures. This project can be a collaborative piece with students working in teams.

Instructions

- Discuss mobiles and well-known mobile artist Alexander Calder.
- 2. Go over the principles and elements of art and design.
- Have students sketch their designs and discuss if their plans will convert to 3-D mobiles that will be sturdy.
- 4. Then, have students create 3-D pieces for hanging on their mobiles. They should cut three identical shapes and then color them using crayon, oil pastels, colored pencils, or markers. They should then fold each shape in half and glue the sides to the other folded shapes. Have them put a piece of embroidery floss in the middle for hanging on the main structure. Set aside the 3-D sculptures.
- 5. Have them create the main structure by using chenille stems. Make sure the structure is sturdy and will hold the 3-D designs.
- 6. Then have them hang 3-D pieces on the main frame.
- 7. Hang completed mobiles for display.











