

# Middle School Art

## End of Year Review Project

### General Information

\*\*\*Focus on the set of notes relating to your class level

- Notes and Booklets (aka worksheets) are posted on [www.creativeschmit.com/2022-review](http://www.creativeschmit.com/2022-review)
- All End of Year exam questions will be related to any of the review content posted in your notes.
- Exam questions will be a combination of True/False and Multiple Choice. Most students will usually complete exam in about 45-60 minutes.
- Turn Booklets by filling out the Template Posted on your Canvas Assignment by the last day of regular classes.
- The exam day is the only "late" option for this assignment. The district required grades must be finalized for your class the next day following your end of year exam.

### The Review ...

Directions: Complete the booklet designated for your class and will include the following

1. **Specialization Skills** (ie Ceramics, 2D Media, 3D Media, etc)
2. **Elements of Art\*\*\*** : The building blocks of art
3. **Principles of Design\*\*\***: Ways to assemble the building block to create different effects.
4. **Creative Process**: the cycle an artist follows to create and refine their artistic practice,

Expectations:

- Demonstrate adequate-exceptional level of *art making skills and knowledge*
- Demonstrate adequate-exceptional **Craftsmanship** (how well made your booklet and designs created- think clean/neat/precise folding, mark making, and hand writing)
- Demonstrate adequate-exceptional level of **Creativity** (how unique your reactions are to the prompts and overall design of your booklet; Hint: think *beyond* just doing the tasks the booklets ask you to do)
- Demonstrate adequate-exceptional evidence of energy put into your work overall for time given in class (aka **Effort**- if you're authentically doing your best with the other 3 this usually is the easiest to meet)

# Part 1 All Things 2D Design

1. 2D Design Basics
2. Elements of Art
3. Principles of Design
4. Creative Processes

Name: \_\_\_\_\_

Date \_\_\_\_\_ Period \_\_\_\_\_

CreativeSchmit.com

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## 1d. Fixing Stuff

Describe what Thumbnail Sketches are and how artists use them: \_\_\_\_\_

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On this page and the next are thumbnail examples of the 4 Nevers and some "mistakes". Apply the trick to fix them and add details to make the designs your own too.

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## 1a. 2D Design Basics

This is the foundation to creating basic unity in a work of art. Define these terms in your own words...

Composition: \_\_\_\_\_

Focal Point: \_\_\_\_\_

Picture Plane: \_\_\_\_\_

Magic Dimond: \_\_\_\_\_

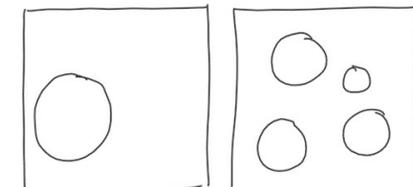
Rule of Thirds: \_\_\_\_\_

Strong Composition: \_\_\_\_\_

Weak Composition: \_\_\_\_\_

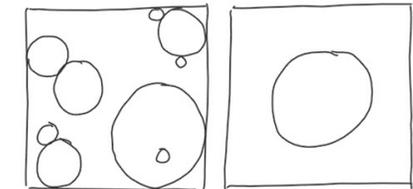
\_\_\_\_\_

\_\_\_\_\_



TURN CIRCLES INTO SOMETHING THAT AVOIDS THE OBVIOUS

FIX THE STICKER EFFECT BY ADDING OTHER DESIGNS



FIX THE CRUZZING IN THIS COMPOSITION

FIX THE BULL'S EYE EFFECT BY ADDING OTHER DESIGNS



FIX THE HARRY LINES

FIX "MISTAKE" LINES

## 1b. Avoid the Never's

What are they? \_\_\_\_\_

\_\_\_\_\_

List the 4 Nevers

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

Explain why it's good practice to avoid them: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## 7 1e. Applying Basics

Use this page and the next to create a strong, dynamic composition of your own. It can be anything but if you're stuck feel free to do a Zentangle....

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# Elements of Art

## 2. What are they?

List the **Elements of Art** and define each one using 7 words or less...

- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_

## 2.3 Shape

What is the difference between **Shapes** and **Forms**? \_\_\_\_\_

Define and list examples of...

**Organic**: \_\_\_\_\_

**Geometric**: \_\_\_\_\_

Draw and label examples of **Organic** and **Geometric Shapes** below:

## 2.4 Form

There are 3 things that make up a form. What are they and how are they used to describe form?

- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_

Create a drawing that shows the 3 ways to describe form in the space below...

## 2.1 Texture

What is the difference between **Tactile** and **Implied Texture**? \_\_\_\_\_

What can texture do for artwork? \_\_\_\_\_

Collect a texture in the space below and describe what it could represent.

\_\_\_\_\_

## 2.5 Value

What's the difference between a **Value** and **Gradient Scales**? \_\_\_\_\_

**Tone**: \_\_\_\_\_

**Tint**: \_\_\_\_\_

**Shade**: \_\_\_\_\_

**Contrast**: \_\_\_\_\_

Create a Black/White Tonal Scale below  
1. Highlight 2. 3. Midtone 4. 5 Shadow

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Create a Color Gradation Scale below  
1. Highlight 2. 3. Midtone 4. 5 Shadow

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## 2.2 Line

What is the difference between **Literal** and **Implied Line**? \_\_\_\_\_

**Literal Lines**: Below draw an example of line, AND list what emotions those kinds of lines could represent.



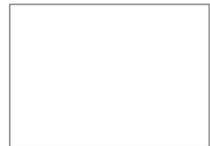
Straight



Curvy



Zig-Zag

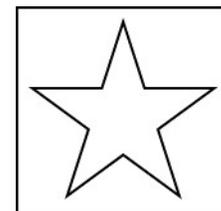


Thick-to-Thin

## 2.6 Space

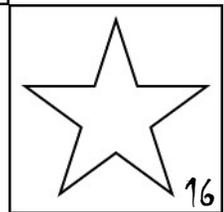
List the 4 kinds of space we talk about in art and describe what they look like.

- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_
- \_\_\_\_\_ : \_\_\_\_\_



Fill in the **Positive** Space in the shapes to the **left** with designs.

Fill in the **Negative** Space in the shapes to the **right** with designs.



### 2.7 Color

Below are terms related to color, define each one or list examples for each one:

#### How to Describe a Color:

Hue \_\_\_\_\_

Value \_\_\_\_\_

Intensity \_\_\_\_\_

#### Color Families

Schema \_\_\_\_\_

Primary \_\_\_\_\_

Secondary \_\_\_\_\_

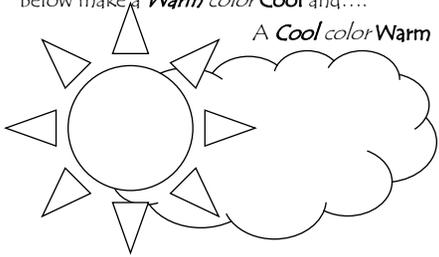
Complimentary \_\_\_\_\_

Monochromatic \_\_\_\_\_

Analogous \_\_\_\_\_

Below make a *Warm color* Cool and....

A *Cool color* Warm

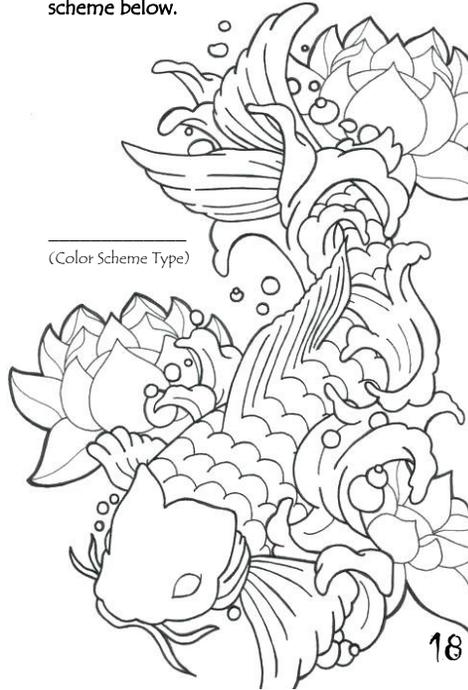


### 3.1 Unity

Describe the **tricks** to creating **Unity** in a design and draw an example of one below: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Color the image below a focused color scheme below.



(Color Scheme Type)

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### 3.2 Contrast

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Describe the **tricks** to creating **Contrast** in a design and draw an example of one above: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Part 3

# Principals of Design

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### 3.3 Emphasis

Describe the **tricks** to creating **Emphasis** in a design and draw an example of 2 above and on the next page: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### 3. What are they?

List the **Principals of Design** and define each one using 7 words or less...

1. \_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_
2. \_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_
3. \_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_
4. \_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_
5. \_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_
6. \_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_
7. \_\_\_\_\_: \_\_\_\_\_  
\_\_\_\_\_

## 3.4 Balance

There are 4 types of **Balance**. Create a design and show what they are and label them...

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## 3.6 Rhythm

Create a design that incorporates the 4 types of **Rhythm**.

## 3.5 Proportion

There are 3 ways **Proportion** can be used in design. Create a design to show what they are and label them.

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## 3.7 Movement

Create a design that incorporates the 4 types of **Movement**.

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### Part 4

## Creative Processes

All creative process can be distilled down to 2 kinds: Process Driven and Product Driven. Create infographics for both using at least the next 4 pages. Include information included in the notes. Bonus points for putting information in your own words and adding your own creative flair to the designs.

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### 4.1 Process Driven

Use the space below to create a Chart and description of the steps that are involved with most Process Driven Art.

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### 4.2 Product Driven

Use the space on this and the next page to create a Chart to describe the steps involved with most Product Driven Art.

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