

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
- 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: _____

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: _____

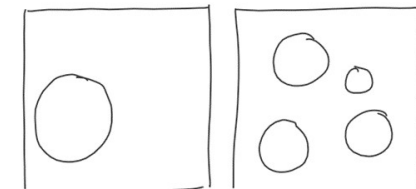
Picture Plane: _____

Magic Dimond: _____

Rule of Thirds: _____

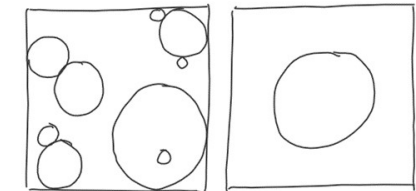
Strong Composition: _____

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...

1. _____: _____
2. _____: _____
3. _____: _____
4. _____: _____
5. _____: _____
6. _____: _____
7. _____: _____

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?

1. _____: _____
2. _____: _____
3. _____: _____

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

--	--	--	--	--

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.



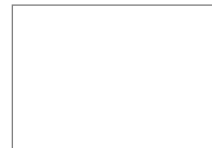
Straight



Curvy



Zig-Zag

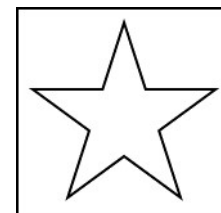


Thick-to-Thin

2.6 Space

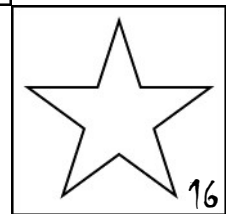
List the 4 kinds of space we talk about in art and describe what they look like.

1. _____: _____
2. _____: _____
3. _____: _____
4. _____: _____



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 _____

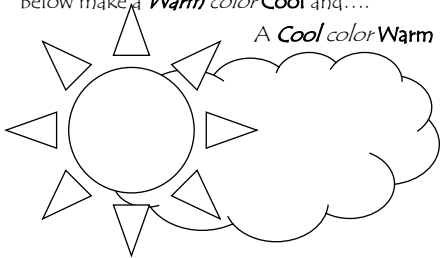
Complimentary _____

Monochromatic _____

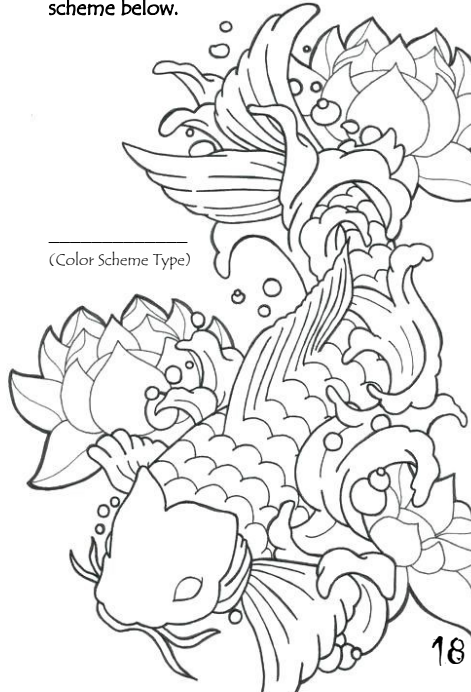
Analogous _____

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

A *Cool color* Warm



Color the image below a focused color scheme below.



(Color Scheme Type)

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3.1 Unity

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

3.2 Contrast

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

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. _____: _____

Part 3

Principals of Design

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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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