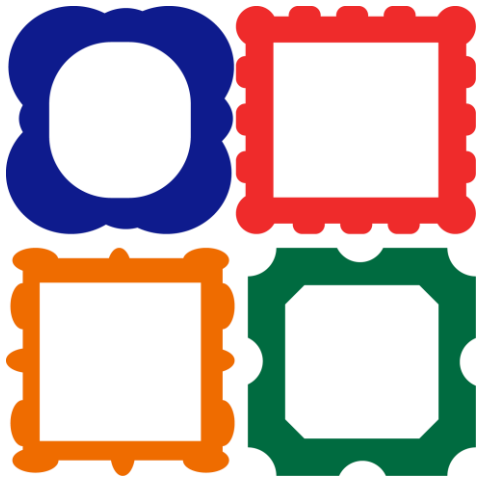


TECHNOGallery

Teacher Guide

Lessons for Elementary Students: Grades 1-3



Technology Project using
Drawings & Slides
Draw artwork and hang in a gallery.

TechnoGallery is an introductory project for beginners. The activities actively engage students in the creative process. Through guided exploration and experimentation, students discover how to use digital art tools. They apply their knowledge to make a series of original art pieces that convey an emotion, tell a story, send a message, and express an idea. The visual arts activities develop fine motor, keyboarding, and basic computing skills.

In this project, students produce an animated art gallery with artwork they create using Google Drawings. The fun begins with an exploration of line and shape tools. Once familiar with how to create and format objects artists apply their creative talents to make cartoon faces and characters. Next, students transform text into a beautiful picture by formatting the style and color of letters. The final art project has students experiment with recoloring and cropping options to create stunning images. Upon completion, each piece of artwork is placed into picture frames using Google Slides. They share their artwork and explain their artistic choices during a digital art show.



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TechnoGallery Overview

<p><i>Purpose:</i> Create artwork using digital drawing tools. Produce an animated art gallery to showcase the collection.</p>	<p><i>Preparation:</i> (see <i>Preparing to Teach</i>)</p> <ul style="list-style-type: none"> • Sign up for a Google account • Install Adobe Reader or another PDF app • Share Gallery folder with students • Download and print Flashcards and Tool Summary from TechnoHub (optional)
<p><i>Objectives:</i> (see <i>Appendix A: Skill Summary</i>)</p> <ul style="list-style-type: none"> • reflect and evaluate artwork • explore and experiment with digital tools • discover ideas for art making • create artwork using digital tools • make creative decisions to solve problems • revise or refine artwork • share artwork with an audience • draw lines and shapes • set the fill and outline of objects • scale, position, rotate, bend, flip objects • format the font, size, style, and color of text • insert an image • duplicate an image • adjust brightness, and contrast • format a slide background • apply transitions to slides • play a presentation as an animated gallery 	<p><i>Materials:</i> (see <i>Appendix B:</i> for a complete list)</p> <ul style="list-style-type: none"> • Art Gallery Rubric • Artist Self-Reflection • TechnoGallery Skill Summary • Gallery folder <ul style="list-style-type: none"> ◦ Workbook Assignment Sheets ◦ Sample Art Gallery • Parent Letters and Certificate (optional) • Flashcards and Tool Summary (optional)
<p><i>Summary of Activities:</i></p> <ul style="list-style-type: none"> • View a sample animated art gallery and answer questions about the artwork. • Discover line drawing options. • Design a pattern using lines. • Make a cartoon face that expresses an emotion using lines. • Explore shape drawing options. • Construct animals using shapes. • Make a picture using shapes that tell a story. • Experiment with text formatting options. • Design a picture using text that sends a message. • Explore the image recolor and cropping options. • Create artwork that uses repetition to express an idea. • Produce an animated art gallery. Insert artwork into frames and apply transitions between slides. • Share art gallery with an audience as part of a digital art show. 	
<p><i>Extension Activities:</i></p> <ul style="list-style-type: none"> • Edit Points: Adjust the points in a Google Drawing created with the Curve or Polyline tools. • Trace a Photo to Make a Cartoon: Trace the outline of an object using drawing tools. • Print as a Handout: Reduce a presentation to 1 printed page using the handouts option. 	
<p><i>Assessment:</i></p> <ul style="list-style-type: none"> • Self-Evaluation (Artist Self-Reflection) • Teacher Evaluation (Art Gallery Rubric, TechnoGallery Skill Summary, Gallery Marking Sheet) 	
<p><i>Notes:</i></p> <ul style="list-style-type: none"> • Samples have been provided that show a range of creative options. Use them to inspire students. • If time is an issue, delete some of the art activities. 	

Technology Integration Ideas

The TechnoGallery project can be used as a fun way to develop fundamental computing skills. The drawing activities develop the fine motor and keyboarding skills necessary for using technology efficiently. In addition, by producing an animated art gallery, students learn basic graphic, word processing, and presentation skills. This provides a foundation for future learning.

The TechnoGallery project also integrates technology into the visual arts curriculum. The activities gradually introduce drawing tools and techniques to support the creative process of making art using technology. To start, students explore and experiment with tools. Next, they study artwork to gain inspiration. Afterwards, they apply their skills to create. The completed artwork is shared with an audience in an art exhibit. Students then reflect upon the experience.

There are many benefits to including digital art tools into visual arts:

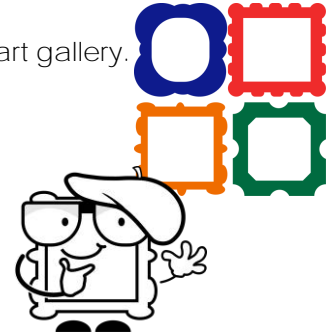
- *Encourage Playful Discovery of Art Tools:* Exploring program features is a fun act of discovery. The artist can "click around" to reveal the purpose and options for each digital art tool. Each click provides instant feedback.
- *Invite Risk Tasking into the Creative Process:* Digital art can easily be revised. The artist can instantly undo an action, revert an object to its original state, replace an image, or adjust a design. This provides the freedom to take chances.
- *Experiment with Different Design Choices:* An artist can keep their original artwork intact by making a duplicate. This allows them to make different design choices on the copy.
- *Explore the Elements of Design:* Digital art tools allow the exploration of line, color, texture, shape, and space.
- *Develop an Understanding of the Principles of Design:* Digital art tools allow artists to make artistic choices to create contrast, repetition and rhythm, variety, emphasis, proportion, balance, unity and harmony, or movement.
- *Combine Multiple Forms of Media in Artwork:* Digital art tools allow an artist the ability to combine a range of media such as objects, images, and text onto the same canvas. This presents a wide-range of creative possibilities.
- *Develop Fine Motor Skills for Art Making:* Creating digital artwork requires precise movements of the hands and fingers. Artists gain coordination by using digital art tools.
- *Realize an Imagined Idea:* Artists often have ideas that are difficult to create because they lack the skills to draw what they imagine. Digital art tools can support artists by providing them with tools that bridge the gap between imagination and ability.
- *Incorporate Digital Art into other Work:* Digital art can be easily inserted into a presentation or report. This allows the artist to express their ideas using other media.
- *Share Original Art with an Audience:* Digital art can be shared with a large audience. It can instantly be uploaded to a website, posted in a blog, or sent in an email message.
- *Respond to Artwork Digitally:* Digital artwork can be commented upon electronically. This allows the artist and the audience to have a conversation about the work.

Assignment 1 Become an Art Critic

In this project you are going to draw pictures. You will hang them in an art gallery.

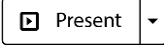
What do you want to make? View the *Art Gallery* sample to get ideas!

Become an art critic. What do you like about the pictures?




View the Art Gallery Sample

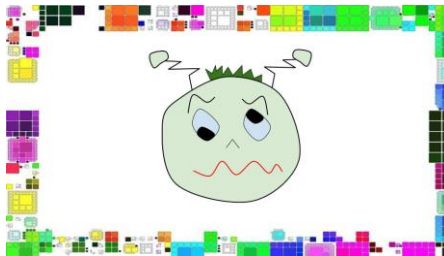
- ▶ Ask your teacher how to open the *Art Gallery* sample.




Click *Present*  to play the art show.

- ▶ Click the mouse to advance the slides.
Press the `esc` key to exit the show.

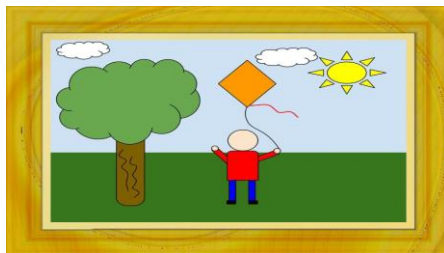
Answer the Questions about the Art Show

1. You are going to make art using lines.
Lines can be straight , wavy , or jagged .
You will use lines to make shapes, add detail, show texture, or express emotion.



- a. Find a straight line. Trace it. 
- b. Find a a curvy line. Trace it. 
- c. Find a a jagged line. Trace it. 
- d. What emotion do the lines on the face show? happy sad mad

2. You are going to make art using shapes. It will tell a story.



- a. Find a circle. Trace it.
- b. Find a rectangle. Trace it.
- c. What is happening in the picture?

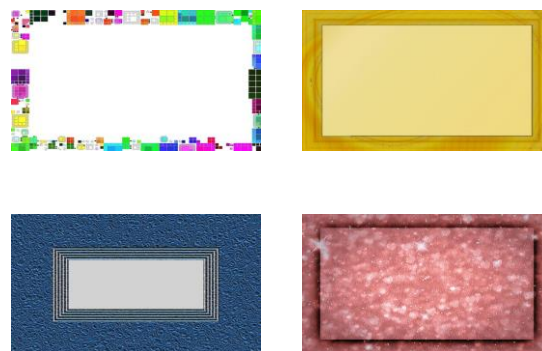
3. You are going to make art using words.
You will make each word look different by changing the font, style, and color.



- a. Circle the word that stands out the most.
- b. Put a star beside the word that looks the best.
4. You are going to make art that tells about what you like. You will use the same image. Each image will look different by changing the color and shape.



- a. Circle the image that you like the most.
- b. How many times has the same image been repeated?
- c. What does the artist like?
5. Each picture has a different frame. Circle the one you like the most.

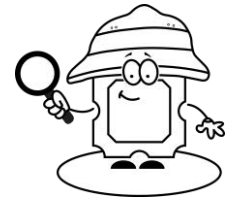


Close the Gallery

Assignment 5 Explore Shapes

Artists make things using shapes.

Become an explorer! Discover how to draw and format shapes.



Make a New Drawing and Rename It "Shapes"

- ▶ Sign Into Google Drive.
- ▶ Click *New*. Click *More*. Select *Google Drawings*.
- ▶ In the top corner, click *Untitled drawing*. Type *shapes*. Press ENTER.




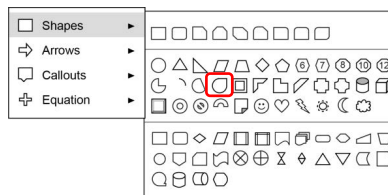
Change the Background Color

- ▶ Right click on the canvas. Click *Background*. Click *Solid* or *Gradient*. Pick an option.

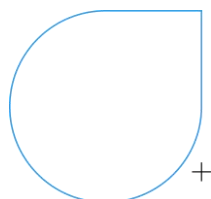


Draw a Shape

- ▶ Click *Shape*.  Select *Shapes* and pick the *Teardrop*.

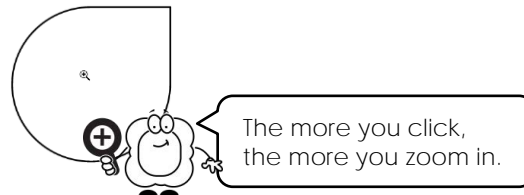




- ▶ Drag to draw a shape.



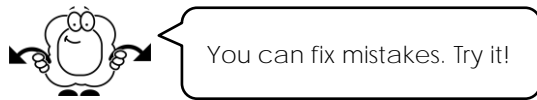
Zoom In and Zoom Out




- ▶ Click *Zoom*. 
Click the shape to zoom in.





- ▶ To zoom out, right click.
- ▶ To see the whole canvas, click  and pick *Fit*. 

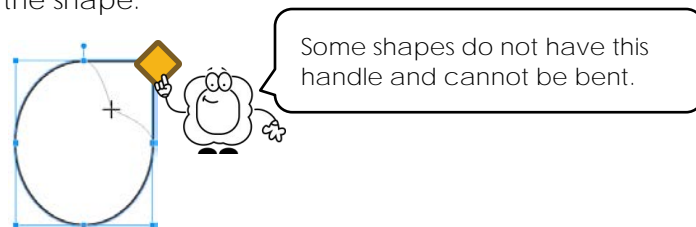
Delete, Undo, and Redo an Action



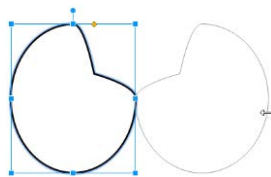
- ▶ Click the *Select* tool. 
Click the shape to select it.
- ▶ Press DELETE to remove it.
- ▶ Click *Undo*.  The last action is undone.
- ▶ Click *Redo*.  The last action is redone.

Bend, Flip, Scale, Move, and Rotate the Shape

- ▶ Click *Undo*  to restore the shape. Select  the shape.
- ▶ Drag the yellow diamond to bend the shape.



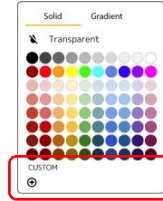
- ▶ Drag a selection handle across the shape to flip it.




- ▶ Use your skills to resize , move , and rotate  the shape.

Fill a Shape with a Custom Color

- ▶ Select  the shape.
- ▶ Click *Fill color*. 
Click *Custom*.



- ▶ Pick a color from the spectrum and click .





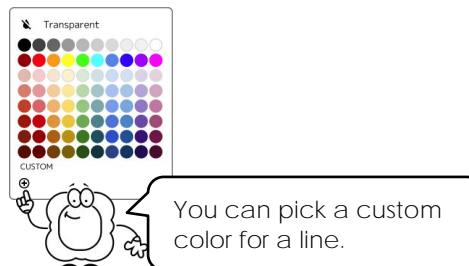
Drag to select a color.


Drag to make the color lighter or darker.

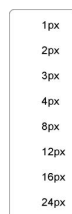
Drag to make the color see-through.


Format a Shape Outline

- ▶ Select the shape. 
- ▶ Click *Border color*. 
Pick a color from the palette.




- ▶ Click *Border weight*. 
Pick an option from the menu.

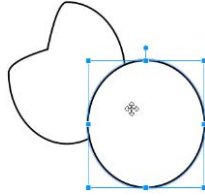


- ▶ Click *Border dash*. 
Pick an option from the menu.


Draw More Shapes and Adjust the Object Order

▷ Use your skills to draw more shapes. 

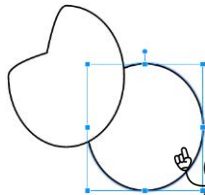
▷ Drag a shape  over top of another shape.



▷ Select the top shape.

▷ Change the *Fill color*. 

▷ From the Arrange menu, select *Order*.
Pick *Send to back*.






Object order changes how objects are stacked on top of each other.

▷ From the Arrange menu, select *Order*.
Pick *Bring to front*.

Take the Shape Challenge



Put your drawing skills to the test!

- Make a red heart. 
- Make an arrow with a thick purple line. 
- Make a blue star with a dash line. 

Explore Google Drawings.



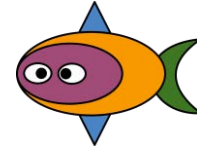
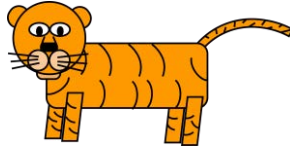
- Can you discover how to make a shape with NO outline?
- Can you discover how to add text to a shape?
- Can you find the *Change shape* option?
(Hint: right click the mouse.)

Sign Out of Google Drive

Assignment 6 Construct Animals Using Shapes

Shapes can be put together to form objects.

Can you find a circle ○, rectangle □, or triangle △?



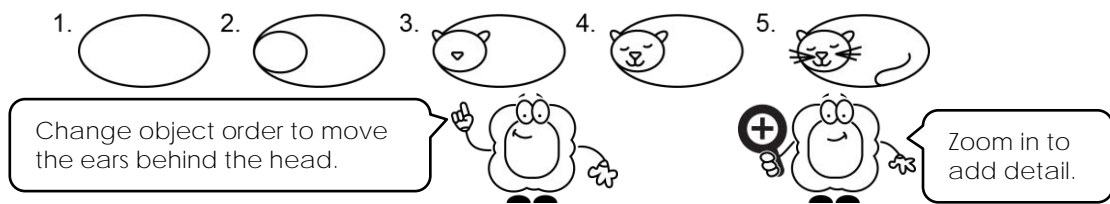
You are going to use shapes to make animals. Have fun!

Make a New Drawing and Rename It "Animals"

- ▶ Sign Into Google Drive.
- ▶ Click *New*. Click *More*. Select *Google Drawings*.
- ▶ In the top corner, click *Untitled drawing*. Type *animals*. Press ENTER.



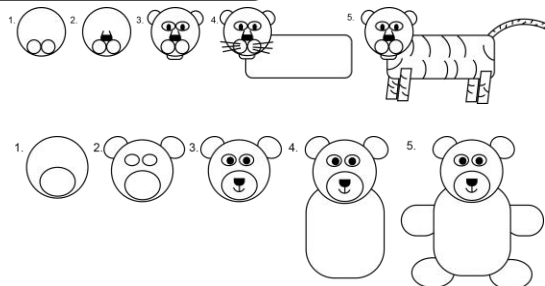
Make a Sleeping Cat from Shapes



Take the Drawing Challenge



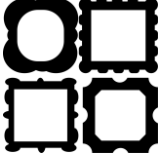


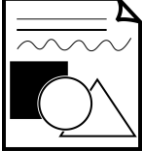

Pick an animal and draw it using shapes and lines.



Sign Out of Google Drive

Appendix A: Assessment Tools

Art Gallery Rubric

	1 Keep Trying!	2 Doing Great!	3 Excellent Work!
 <p>Completeness Gallery has 4 pieces of artwork. Transitions are between all slides and add interest. Frames are around artwork and set off the picture.</p>			
 <p>Risk Taking Explore to discover how to use digital art tools to create.</p>			
 <p>Digital Art Tools Use digital tools to draw lines and shapes, add text, insert images, and format objects.</p>			
 <p>Art Concepts Use a variety of lines, shapes, and colors to create artwork. Create images that express emotion, tell a story, send a message, or share an idea.</p>			
 <p>Creativity Ideas are original.</p>			

