



# Daily Warm-Ups

# ART

Shari McMahon

## Level I

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*Introduction*    *iv*

Elements of Design . . . . . 1

Principles of Design . . . . . 65

Materials and Techniques . . . . . 125

Art Appreciation . . . . . 132

Teacher’s Guide . . . . . 181

Daily Warm-Ups: Art



The *Daily Warm-Ups series* is a wonderful way to turn extra classroom minutes into valuable learning time. The 180 quick activities—one for each day of the school year—cover all aspects of a basic art curriculum. They may be used at the beginning of class to get students focused, near the end of class to make good use of transitional time, in the middle of class to help students shift gears between lessons—or whenever you have minutes that now go unused. In addition to helping students warm up and focus, they are a natural lead-in to more in-depth activities.

*Daily Warm-Ups* are easy to use. Simply photocopy the day's activity and distribute it. Or make a transparency of the activity and project it on the board. You may want to use the activities for extra credit points or as a check on your students' critical-thinking skills as they are acquired and built over time.

However you choose to use them, *Daily Warm-Ups* are a convenient and useful supplement to your regular class lessons. Make every minute of your class time count!

**Note:** Like many art projects, some of the activities in this book require the use of materials and tools that could be considered hazardous. To ensure a safe environment, set and enforce safety rules in your classroom. Take into account the maturity level of each of your classes when selecting activities. The Teacher's Guide provides some options for modifying activities.

# The Elements of Design: Line

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## Cardboard Printing

- cardboard scraps
- heavy shears or mat knife
- tempera paint
- flat paint palette
- 9-inch-by-12-inch drawing paper

In this exercise you will create a sky and trees using tempera paint and cardboard. Cut about 10 cardboard rectangles of various widths and lengths (no more than 6 inches wide or 6 inches long). Choose a tempera color for the sky. Put small dabs of the paint, plus some dabs of white, on the palette.

Dip the long edge of one of the cardboard strips into the paint. To create sky, drag the cardboard sideways across the surface of the upper two-thirds of the paper. Try dragging the cardboard in different ways to get a skylike effect.

Next, choose colors for the trees and put them on the palette. Drag, stamp, and twist with the narrow edges of the cardboard to create tree shapes across the foreground. Remember that trees are shaped a bit like the letter Y, spreading outward from one thick upright to narrower branches. Use a variety of tree heights to add interest.



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Daily Warm-Ups: Art

# The Elements of Design: Line

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## Wire Figure Gestures

- armature wire
- newsprint
- wire-cutting shears
- pencil or charcoal

This activity give you practice in using line to express movement and gesture. Your teacher will choose two classmates to serve as models. They will hold a pose for only 10 seconds. It is your goal to capture each pose before it changes.

Begin by loosely dividing your paper into ten thumbnail spaces. In each space, make a quick gesture drawing of the model. Remember, you will only have 10 seconds to sketch! Focus on drawing large general lines that capture the overall pose rather than small areas of detail.

When you have drawn all ten poses, choose your favorite pose. Use armature wire to create a three-dimensional version of the sketch.



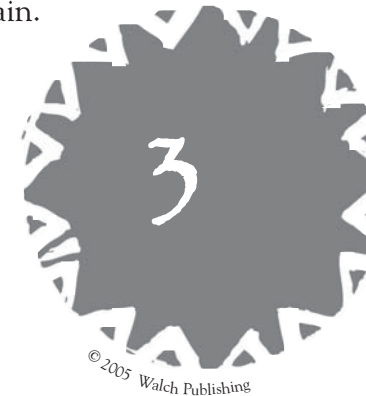
# The Elements of Design: Line

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## Take a Bite

- eating apple
- 6-inch-by-24-inch drawing paper
- pencil

Place the apple in front of you. Near the left edge of the paper, do a contour-line drawing of the apple. (A contour-line drawing shows an object by drawing its edges or contours without using value or color.) When you have finished the first drawing, take one bite from the apple. Next to the first drawing, draw the apple again with the bite missing. When you have completed the second drawing, take a second bite. Draw the apple again. Continue in this manner until the last drawing shows only the apple core.



Daily Warm-Ups: Art



# The Elements of Design: Line

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## Ink Lines

- black ink
- newspaper to cover work area
- plastic straw
- eyedropper
- Bristol board

Use an eyedropper or one end of a straw with a finger capping the opposite end to drop a small drop of ink onto the paper. Blow the ink with the straw, making random ink lines.

Add a second droplet of ink. Try to vary the effect of the ink lines by changing the force of your breath or the size of the initial ink drop.

How much control do you have? Can you intentionally change the direction of a line? Do you see any recognizable images taking form?



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# The Elements of Design: Line

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## Life Lines

- drawing paper
- pencil

Closely observe the lines on the palm of your hand. Use all or part of what you see to create an abstract design. Add as many or as few lines as you need to break up the paper in an interesting way.



# The Elements of Design: Line

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## Invented Line

- drawing paper
- pencil

Line is one of the most commonly used elements of art. Line can be straight or curved, horizontal or vertical, thick or thin. Line is used to describe the outline of a shape and to show that a shape has volume. Line can be used to show emotion, such as fear, anger, or excitement.

On your paper, use a pencil to invent as many different types of line as you can think of.



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# The Elements of Design: Line

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## Blind Contour Drawing

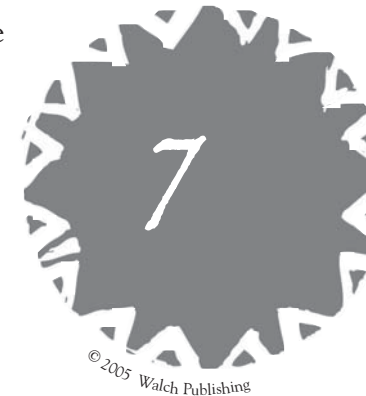
- drawing paper
- masking tape
- pencil or pen

To create a blind contour drawing, draw while looking only at the object you are drawing, not at the paper.

Begin by taping the corners of the paper down to hold it still. Carefully observe your hand. Note which fingers are higher or lower. Observe the placement of the knuckles. How are the fingernails situated at the tips of the fingers?

Put your hand in a comfortable but interesting pose. Using a pen or pencil, make a blind contour drawing of your hand. Be sure to focus on your hand and not on your drawing.

When the drawing is complete, look at it. How does it look to you? How did you feel while drawing it? Write one or two sentences next to or on the back of your drawing to explain how you felt about the process and how you feel about the results.



# The Elements of Design: Line

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## When Line Becomes Shape

- six plastic drinking straws
- cotton string or heavy thread
- blunt sewing needle

You have probably tried drawing a three-dimensional shape using lines on paper. In this activity you will use three-dimensional lines to create a shape.

Thread the needle with string or heavy thread. Run the string or thread through six plastic drinking straws to create a tetrahedron—a pyramid with three sides and a triangular base.

If you have difficulty figuring out how to form the shape, draw a three-dimensional pyramid on paper, and then try again.



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# The Elements of Design: Color

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## Complementary Colors

- drawing paper
- pen or pencil

Put a sheet of plain white paper on your desk. Find an object in the room that is either a primary or a secondary color. It could be an item of clothing, a backpack, a book cover, and so forth. Stare at the object without blinking for 10 to 15 seconds. At the end of that time, quickly switch your gaze to the center of the white paper on your desk.

Without blinking, stare at the center of the sheet of paper for 5 to 10 seconds.

What do you see? Write one or two sentences to explain what you saw.



# The Elements of Design: Color

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## Color Practice

- drawing paper
- drawing tools (pencil, colored pencil, or marker)

On one sheet of paper, draw the same shape ten times. Choose a simple shape that is easy to draw. Consider simplified worms, turtles, fish, or birds rather than geometric shapes. Draw your chosen shape the same size each time, and try to fill the entire sheet. Color in each shape, using one of the following color schemes in each shape. Keep coloring until you have created all ten color schemes.



- the three primary colors
- the three secondary colors
- the six intermediate colors
- analogous colors
- three to five warm colors
- three to five cool colors
- triadic colors
- complementary colors
- a gradual change from a dark value to a light value
- the color spectrum (ROYGBIV)

How you apply the color within each shape is up to you: be creative!





## The Elements of Design: Color

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### Color Intensity Practice I

- drawing paper
- colored pencils

Draw three circles in a row across the paper. Choose one color, and use it to fill in all three circles.

Take the complement of the color you chose. (Complementary colors are opposite each other on the color wheel.) Use it to add a light overlay of color to the first circle. Leave the center circle as it is. Use your color's complement to add a heavy overlay of color to the third circle.

Now, look at the three circles. How does adding the complement of a color affect the pure color? Write one or two sentences describing the effect.

