

GREAT SEAL OF MISSISSIPPI

VISUAL ART CONTEST and Integrated Lesson

Presented by the
Mississippi Arts Commission



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“Great Seal of Mississippi” Integrated Lesson Plan

Lesson Title:

Lesson Goal or Big Idea:

Target Audience (i.e. grade level):

Lesson Objectives:

Competencies Addressed: _____ (Arts Discipline example: Visual Art)

1. _____
2. _____

Competencies Addressed: _____ (Subject example: Language Arts)

1. _____
2. _____

Lesson Vocabulary Words:

Arts

Other Subject

Lesson Description :

Elements of Design

Line - is a mark on a surface that describes a shape or outline. It can create texture and can be thick and thin. Types of line can include actual, implied, vertical, horizontal, diagonal and contour lines.

Color - refers to specific hues and has 3 properties, Chroma, Intensity and Value. The color wheel is a way of showing the chromatic scale in a circle using all the colors made with the primary triad. Complimentary pairs can produce dull and neutral color. Black and white can be added to produce tints (add white), shades (add black) and tones (add gray).

Texture - is about surface quality either tactile or visual. Texture can be real or implied by different uses of media. It is the degree of roughness or smoothness in objects.

Shape - is a 2-dimensional line with no form or thickness. Shapes are flat and can be grouped into two categories, geometric and organic.

Form - is a 3-dimensional object having volume and thickness. It is the illusion of a 3-D effect that can be implied with the use of light and shading techniques. Form can be viewed from many angles.

Value - is the degree of light and dark in a design. It is the contrast between black and white and all the tones in between. Value can be used with color as well as black and white. Contrast is the extreme changes between values.

Size - refers to variations in the proportions of objects, lines or shapes. There is a variation of sizes in objects either real or imagined. (some sources list Proportion/Scale as a Principle of Design)

These elements are used to create the Principles of Design. Principles are the results of using the Elements. When you are working in a particular format (size and shape of the work surface) the principles are used to create interest, harmony and unity to the elements that you are using. You can use the Principles of design to check your composition to see if it has good structure.

Principles of Compositional Design

Center of interest - is an area that first attracts attention in a composition. This area is more important when compared to the other objects or elements in a composition. This can be by contrast of values, more colors, and placement in the format.

Balance - is a feeling of visual equality in shape, form, value, color, etc. Balance can be symmetrical or evenly balanced or asymmetrical and unevenly balanced. Objects, values, colors, textures, shapes, forms, etc., can be used in creating a balance in a composition.

Harmony - brings together a composition with similar units. If your composition was using wavy lines and organic shapes you would stay with those types of lines and not put in just one geometric shape. (Notice how similar Harmony is to Unity - some sources list both terms)

Contrast - offers some change in value creating a visual discord in a composition. Contrast shows the difference between shapes and can be used as a background to bring objects out and forward in a design. It can also be used to create an area of emphasis.

Rhythm - is a movement in which some elements recurs regularly. Like a dance it will have a flow of objects that will seem to be like the beat of music.

Mixed Media - is a technique involving the use of two or more artistic media, such as ink and pastel or painting and collage that are combined in a single composition.

Relief - is the projection of a figure or part from the ground or plane on which it is formed, as in sculpture or similar work; an apparent projection of parts in a painting or drawing, giving the appearance of a 3rd dimension.

Bas relief - is a French term meaning "low raised work". This art, along with high relief is known collectively as sculpture relief and meant to be viewed

primarily from one direction - as opposed to sculpture which is viewed in the round.

The Great Seal of Mississippi Visual Arts Contest is sponsored by the Mississippi Arts Commission each year as an arts education advocacy and arts integration program designed to engage teachers and students in the elements of visual art and the meaning of the Great Seal of Mississippi. Schools have the opportunity to hold classroom or school wide contests to select their one winning entry into the statewide contest. Entries are mailed or delivered to the Mississippi Arts Commission by December 16th, winners are announced in February and the winning seals are framed. The winning students are invited to present their seal at the Arts Day at the Capitol in March.

First Place in the "Great Seal" contest went to Mason Elementary. They are pictured below with Governor Phil Bryant. Their entry will hang in the Governor's Office.

For details on the contest contact, Kim Whitt, MAC Arts Education Director at kwhitt@arts.state.ms.us.

