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**GRAB N' GO ACTIVITY:**  
**Visual Windows**

### OVERVIEW:

Send students out into the school yard with their “visual windows”. They will develop an understanding of composition, focus, and framing of the amazing things they can find in their own schoolyards.

### MATERIALS:

- Cut-out mattes for framing (pick up from the dollar store or a local art store)
- Could also use cardboard/bristol board rectangles and cut out a centre rectangle.
- Sketch pad and drawing tools
- Ruler and scissors for cutting out your own window

### LEARNING OBJECTIVES:

To enhance students’ observational skills, build their concentration and perception as they look for ‘elements of design’ in nature, and to strengthen communication skills using visual language.



Submit your work to the Get to Know Contest for a chance to win wild prizes & go to

**GETTOKNOW.CA**

to find more free resources and activities

### Additional Resources:

Find more Educational Resources at:  
[www.gettoknow.org/education/](http://www.gettoknow.org/education/)

**Ages:** 5 - 12

**Time:** 30 minutes

### PROCEDURE:

- Step 1.** Hand out an elements of design lesson sheet.
- Step 2.** Trace the inside rectangle of the visual window onto a piece of sketch paper.
- Step 3.** Head outside for 20 minutes and have the children explore their schoolyard with visual window and sketch pad in hand.
- Step 4.** The children should choose to frame something using the ‘elements of design’ as a guide. Then get them to sketch what they framed on their sketch paper.
- Step 5.** Head back inside to colour their pictures and discuss what they saw and how it fits into the elements of design. Talk about how (if at all) the “visual window” changed the way they looked at their school yard, and at the living things that they might not normally pay attention to. Where did they place their window on the world? What was that like for them? How did they see things differently? Did anything surprise them?
- Step 6:** Mount the picture they drew onto the visual window. It is now ready to be framed!



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**GRAB N' GO ACTIVITY:**  
**Elements of Design**

### **LINES:**

Line can be considered in two ways. The linear marks made with a pen or brush or the edge created when two shapes meet.



### **SHAPE:**

A shape is a self contained defined area of geometric or organic form. A positive shape in a painting automatically creates a negative shape.



### **VALUE:**

Value is the lightness or darkness of a colour. Value is also called Tone.



### **COLOUR:**

Colour is used to generate emotions, define importance, create visual interest. Some colours are warm and active (orange, red); some are cool and passive (blue, purple).



### **SPACE:**

Space is the area around or between elements in a design. It can be used to separate or group information. Use it effectively to: give the eye a rest; define importance; lead the eye through a design.



### **SIZE:**

Size is how small or large something is: a small leaf vs. an extra large leaf, for example. Use size to define importance, create visual interest (contrasting sizes), and attract attention.



### **TEXTURE:**

Texture is the surface quality of a shape - rough, smooth, soft hard glossy etc. Texture can be physical (tactile) or visual.

