Invent a color chart

Content Objective:

Students will make a design for a color chart that shows color relationships.

Other Objectives:

Students will learn mathematical terms for 6 and 12 sided polygons.

Students will problem solve an answer.

Students will learn about color theory, light theory and additive color theory.

Students will apply art concepts to other subject matter.

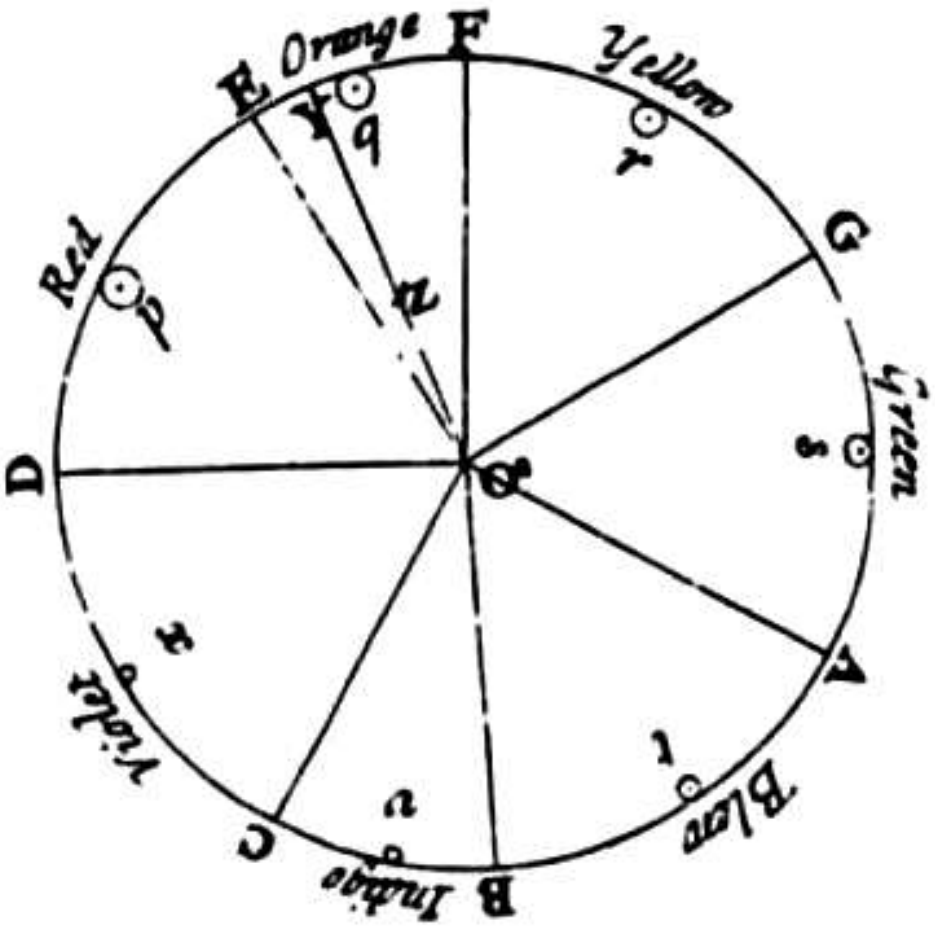
Requirements:

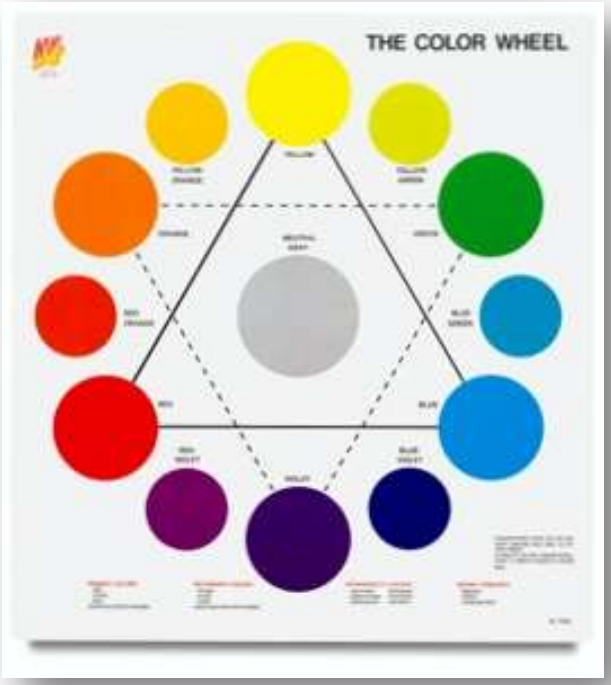
- Primary, secondary and intermediate/tertiary colors
- Relationships between colors indicated in design
- Accurately mixed and painted colors
- Clearly labeled and spelled color names (ESL/LEP objective)
- Interpretive key

Optional:
Include other color chips from environmental sources (such as fabric, magazine cuts
Show complementary colors, tints and/or shades, neutral gray

Content objectives:
ART.6.1.04- ART.8.1.04 Explore different and unusual ways of approaching two-six particular subjects.
ART.6.1.05- ART.8.1.05 Examine the environment for evidence of 2-6 art elements and 2-6 design principals.
ART.6.1.06- ART.8.1.06 Understand the purposes of art elements, design principles in the creation of artworks, and how specific principles are used to organize art elements in 2-6 visual art works.
ART.6.1.07-ART.8.1.07 Understand the expressive qualities of specific art elements and design principles in 2-6 artworks.
ART.6.1.08- ART.8.1.08 Analyze the application of specific elements and principles in 2-6 personal works.
ART.6.3.03- ART.8.3.03 Utilize vocabulary orally and in writing in 2-6 artworks

The first "color wheel" was invented by Sir Isaac Newton. Yes the apple guy! He split sunlight into red, orange, yellow, green, cyan, and blue beams; then he joined the two ends of the color spectrum together to show the natural progression of colors. Newton also associated each color with a note of a musical scale.





The current form of color theory was developed by Johannes Itten based on studies by Froebel and others. Itten was a Swiss color and art theorist who was teaching at the School of Applied Arts in Weimar, Germany or the 'Bauhaus'.

Itten's color wheel is based on red, yellow, and blue colors as the primary triad and includes twelve hues. Most color theories in the art classroom are based on this model.

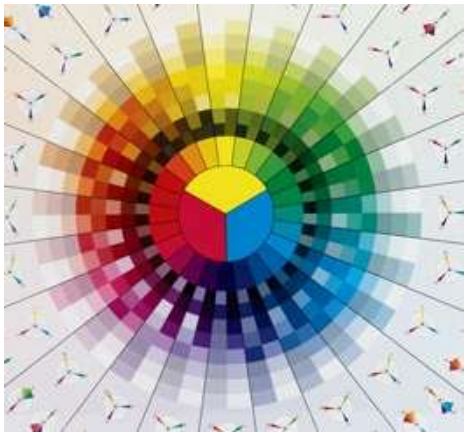
Process:

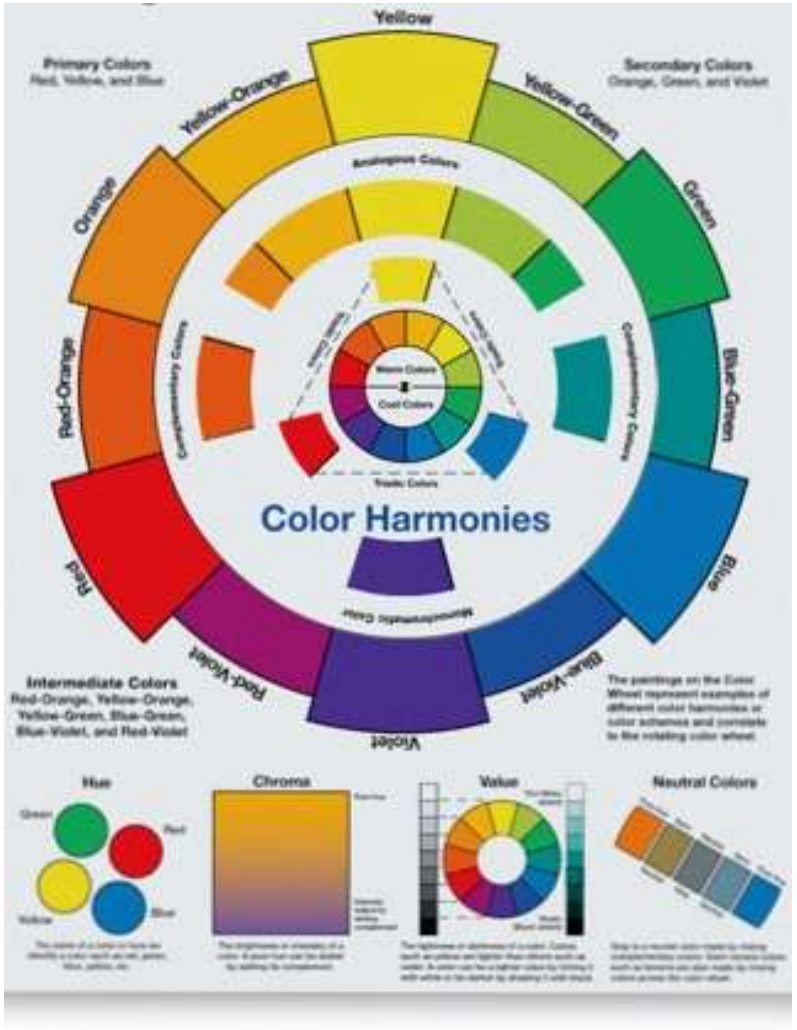
1. Review color wheel and color relationships, primary, secondary and intermediate colors
2. Review color mixing for secondary and intermediate/tertiary colors
3. Create a rough draft/ thumb nail sketch
4. Draw design on heavy paper or board and outline if needed with black permanent marker
5. Mix and paint secondary and tertiary colors

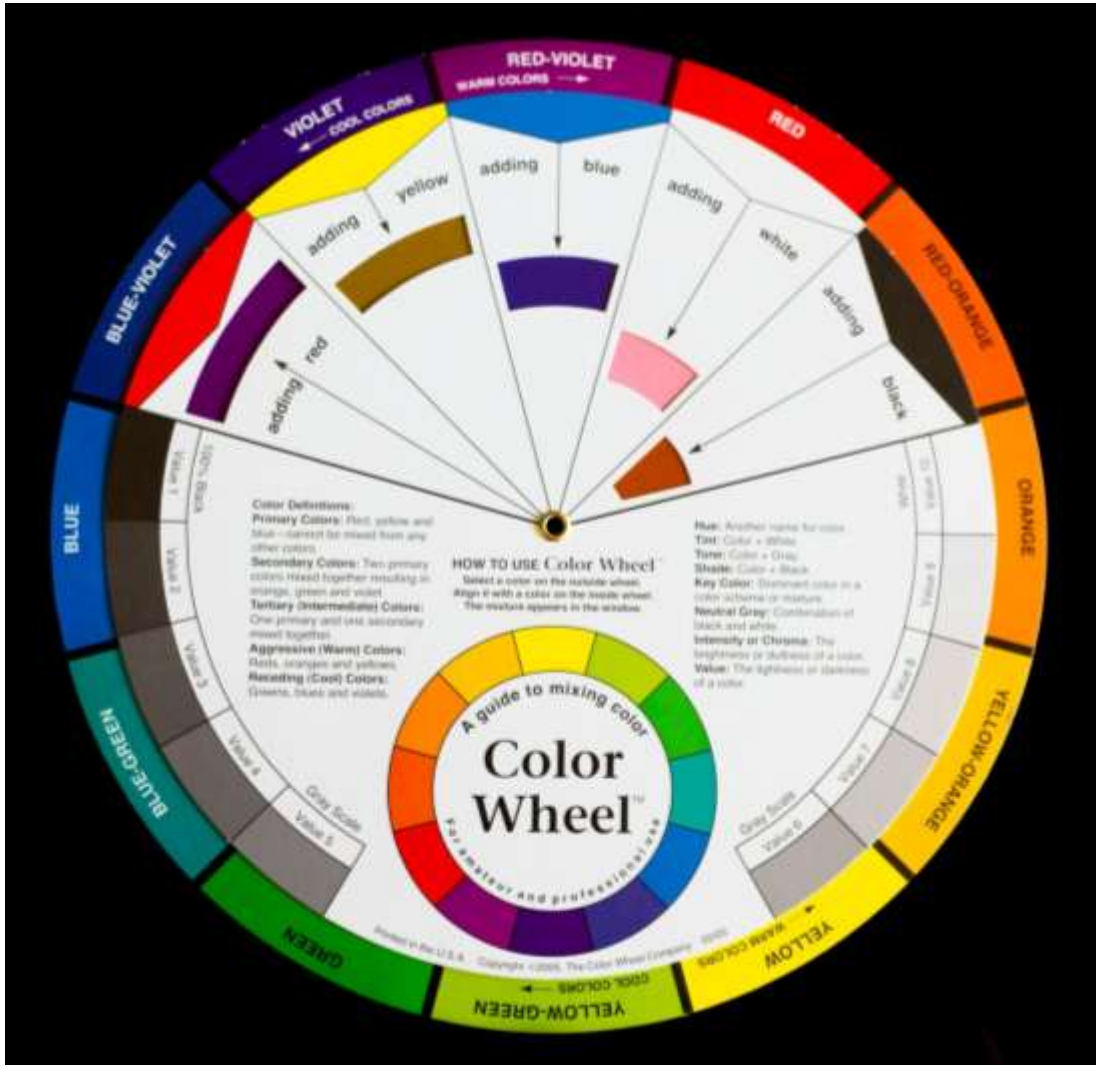
Rubrics for grading:

- Color relationships : Design shows relationship of colors
- Color mixing: Colors accurately mixed
- Design/composition: Design illustrates concept, original design
- Labeling: neatly and accurately labeled
- Time/participation: Project completed within time frame, use of studio materials and space

Ideas: Traditional Color Wheels







This color wheel has rotating circles with little windows and other colors combinations.

Polygons:

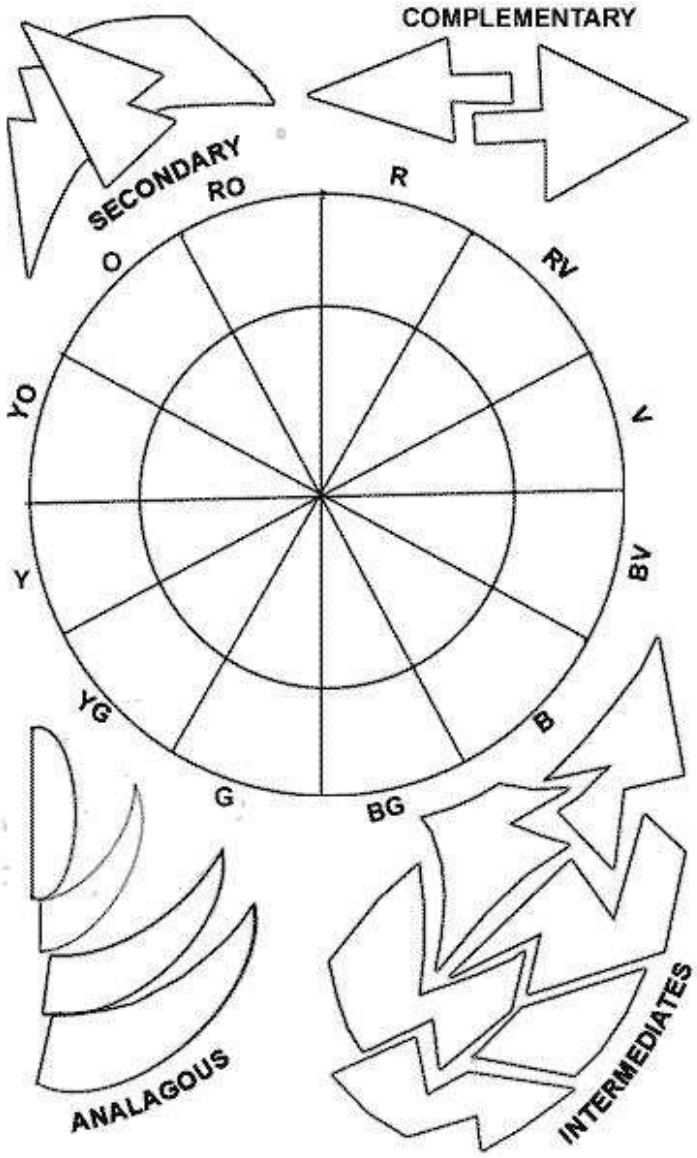
6 sided polygon: hexagon

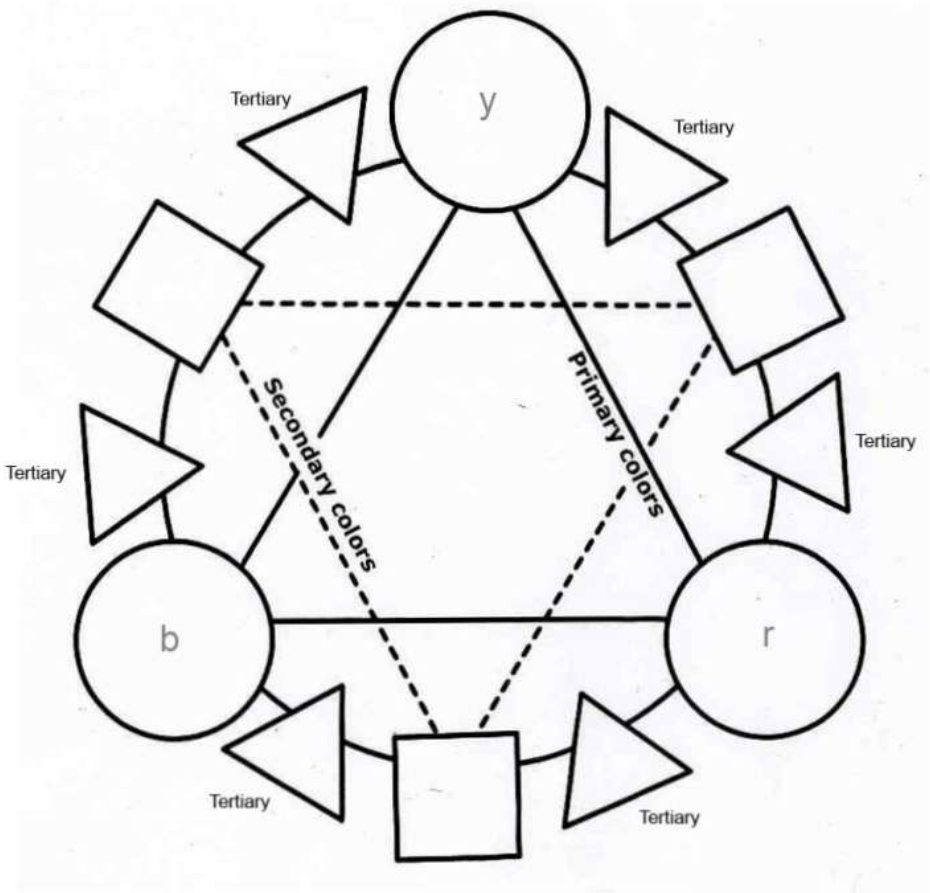
12 sided polygon : dodecagon

Polygon Names

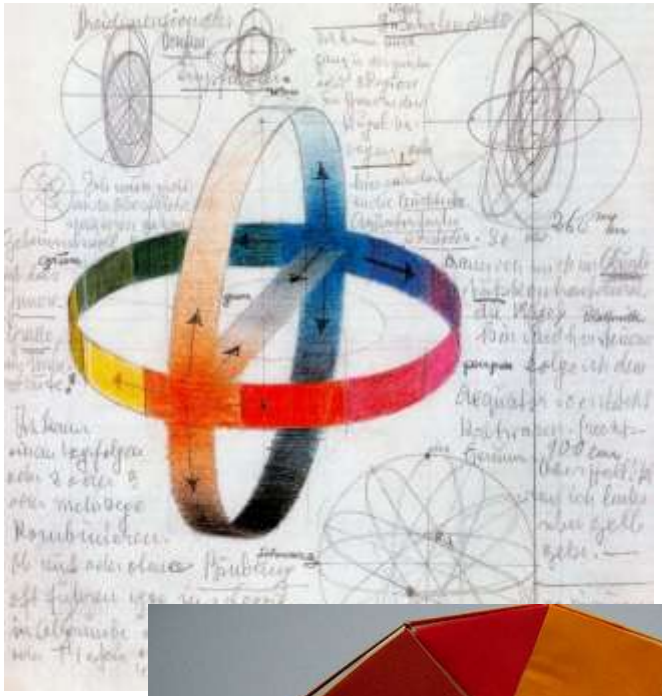
sides	Name
3	Triangle
4	Quadrilateral
5	Pentagon
6	Hexagon
7	Heptagon
8	Octagon
10	Decagon
12	Dodecagon

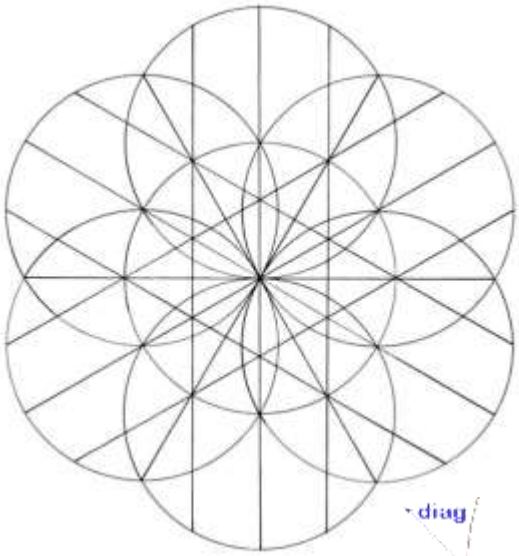
Standard designs

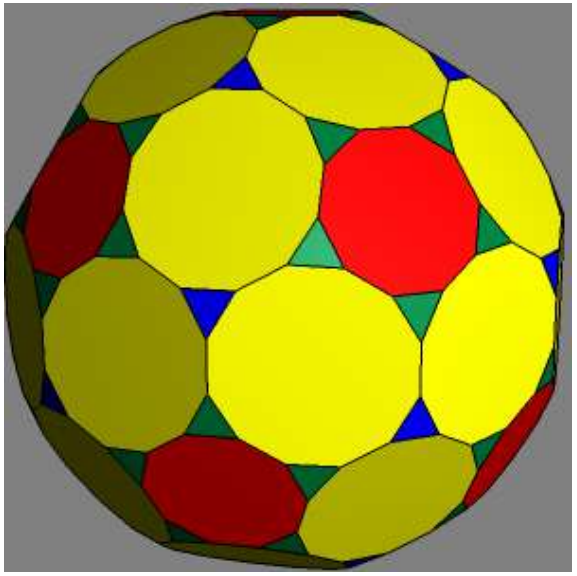


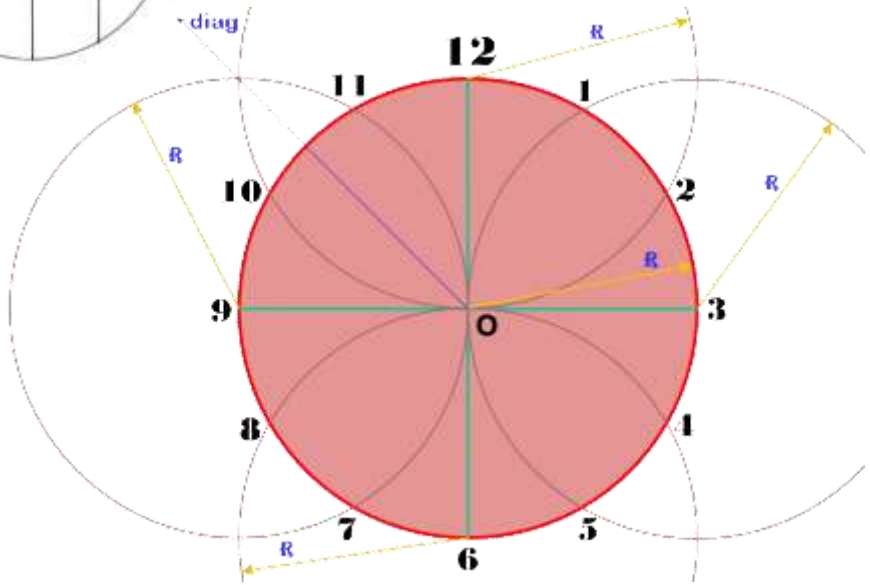


Other ideas?









Construction of a twelve point perfect star


COLOR
Create what you envision