



# Quick Guide Lesson: Art and Architecture

**GOAL OF THE LESSON:** Explore local and global history in relationship to its architecture and significance. Additionally exposure to a vector based program, Inkscape while learning the importance of layers within any graphic program.

**ADDITIONAL HELPFUL TIPS/RESOURCES:** I highly recommend pre-recording the process of each lesson for students to follow step by step! I also have my students for homework take photographs if they are using a local location! Students learn quickly that using royalty free images are a last resort to avoid any copy right and they own the creative process from concept to finish piece!

## PROGRAM(S) USED:

The examples below were created using Inkscape but again easily be adapted and used in Photopea!



## STUDENT EXAMPLES:



## QUICK START DIRECTIONS:

1. This lesson begins with students researching either local or global historical landmarks. I have even taught this same project where students pick a place that has emotional significance to them. It was very impactful for them, especially post-Covid! If you choose like I have in the past global landmarks, is a great way to tie in your state standards!
2. We then begin the sketching process. Students no matter the grade level know that a sketch must be produced before starting any final product either digital or hybrid.
3. During the sketching process, students are responsible for taking for homework their own photograph of the location they chose. If it is a global location, we utilize Pixabay or Pexels again for copyright free images. It is crucial when teaching digital art that students understand the role that royalty free images plays within their artwork. I love doing this assignment towards the beginning of the year because we can discuss what royalty free and copyright mean within the art world!
4. Once their images are taken, we load them into either Inkscape or Photopea! I have done both and the images you see to the left are created in both programs. Students place their reference image to be deleted at the end of the project on a separate layer. I have students lock the layer so they are unable to paint on the wrong layer, however, it will absolutely happen and it's a great learning opportunity for students! We then move to using the polygonal lasso select tool to draw the shapes they see. They will then use the eye dropper tool to pick colors, and the bucket fill tool to fill what they had selected with the eye dropper. As I mentioned earlier, I love this assignment at the start of the year for exposure to the programs as well as teaching the importance of copyright free imagery. Every student also no matter the grade level completes an artist statement so this is a great way for students to share if you chose a location that has personal or historical significance to elaborate on their research or memories!

## TOOL(S) USED:

Eye dropper, Paint Bucket, Layers, Polygonal Lasso Select.

