Figurative Language and Art

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EMOJI TRIVIA GAME

🕷️ + 👦 =

Not a movie…

🤝 + 🔱 =

👻 + ⚒️ =

🐱 + 🎩 =

Rewrite Preamble: U.S. Constitution with Emojis

"We the People of the United States, in Order to form a more perfect Union, establish Justice, insure domestic Tranquility, provide for the common defence, promote the general Welfare, and secure the Blessings of Liberty to ourselves and our Posterity, do ordain and establish this Constitution for the United States of America."

Go to emojikeyboard.org, mouse over the emoji you would like to use, click insert to board

Example

👨‍👨‍👧‍👧 🧍🏿 👭🏽 🇺🇸 , 📜 🔨 🔼 👍 💍 ,

⛪ ⚖️ , 🏡 , 🚔 👮🏽 , 🙏 💰 ,

🔐 🔔 🗽 , ✍️ 📜
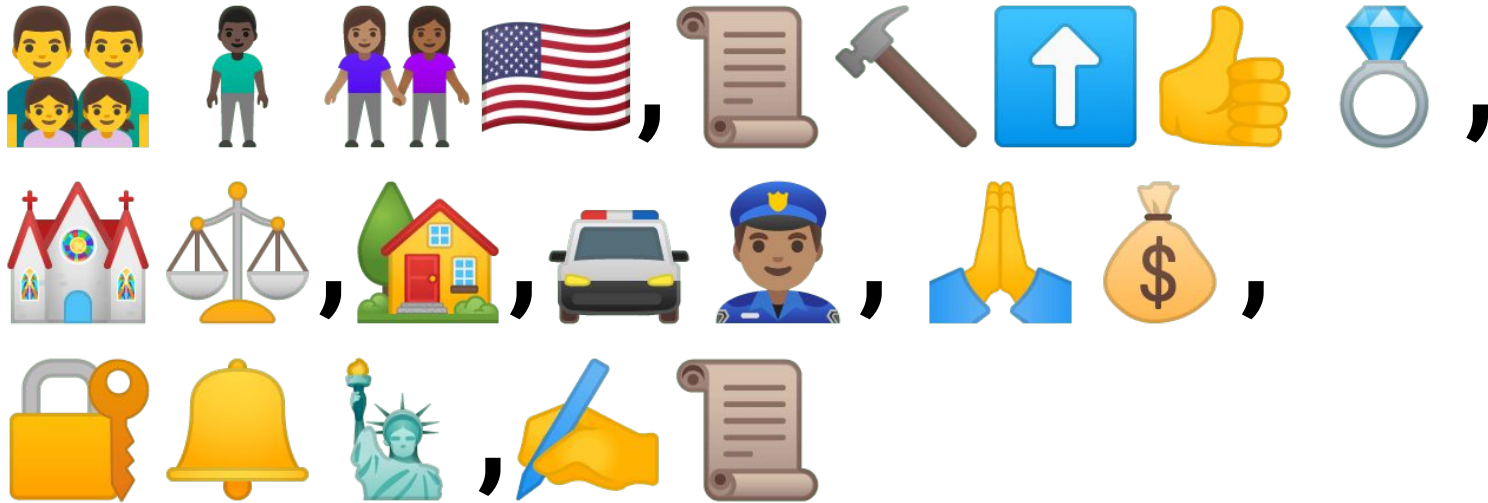
Now, write one sentence (whatever you want) and translate that into emojis.

When you are done, trade with a partner and have them translate into English.

Defining Communication

com·mu·ni·ca·tion

/kəˌmyo͞onəˈkāSH(ə)n/

noun

1. the imparting or exchanging of information or news
2. means of sending or receiving information, such as phone lines or computers

What is communication to you?

Communication is storytelling.

Communication is both verbal and visual.

Communication is constantly changing.

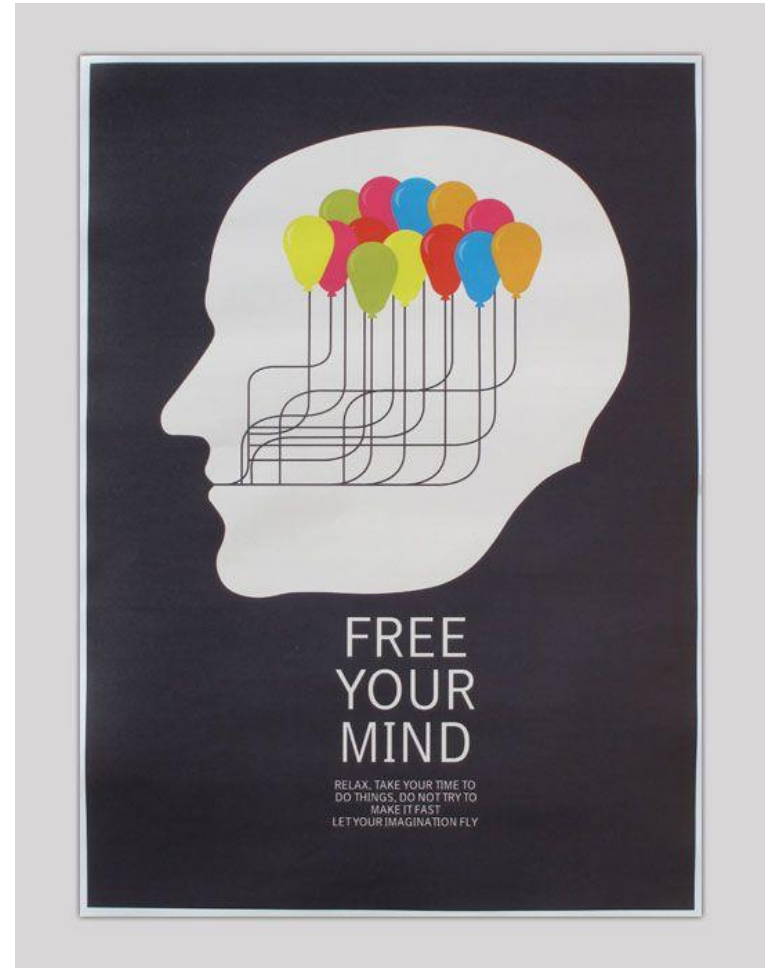Communication is based on context.

Essential Questions-

How do we communicate visually?

How does visual communication influence the way we interact with the message?

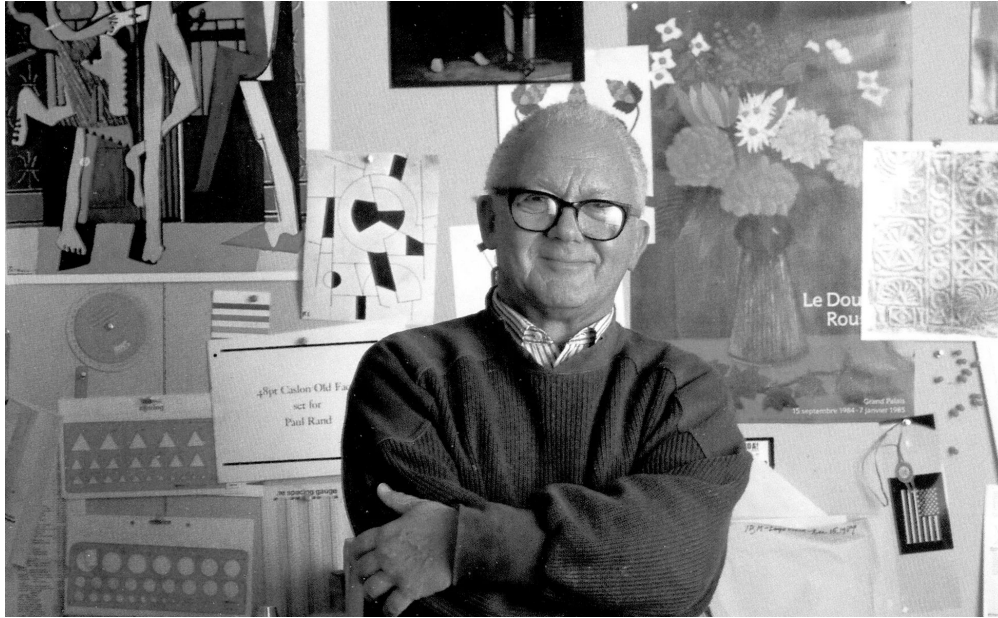How does visual communication change?

How has art changed the way we communicate?

Figurative Language in Graphic Design

Artist #1 – Paul Rand
Graphic Design

Artist #2 – Barbara Kruger

Barbara Kruger, *Untitled (We Don't Need Another Hero),* 1987

Artist #3 – Nicholas Galanin, Tlingit and Unangax
Indigenous Artist from Alaska

INDIAN LAND is a part of the Desert X project in Palm Springs, CA. Galanin is an advocate for Native people through his art. He is rooted to the land and also to contemporary culture.

The letters are 45' tall and reference the HOLLYWOOD sign in L.A.

Advertisement

It's Raining Buckets!

My homework is taking an eternity.

FISH and the Flyhooper

FLYHOPPER

FISH

Have a reely good day!

Project Examples

12 FIGURATIVE LANGUAGE STYLES

for creativity

alliteration

Helps writers punch points home by repeating the same sound (usually a consonant) of the first or second letter in a series of words. It tends to catch the reader's eye.

The professor praised his pupil's flowery prose.

hyperbole

When a writer exaggerates something – typically in a humorous way.

My eyes widened at the sight of the mile-high sundaes that were brought to our table.

metaphor

A comparison between two things. They don't necessarily have to be alike, but they should make a link in the reader's mind.

Nobody invites Edward to parties because he is a wet blanket.

personification

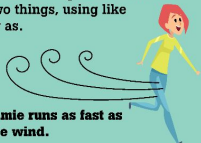When something non-human is given human-like qualities.

The leaves danced in the wind on the cold October afternoon.

simile

A direct comparison between two things, using like or as.

Jamie runs as fast as the wind.

symbolism

When something that has one meaning is used to represent something entirely different. For example, using an image of the American flag to represent patriotism.

The boy proudly flew his flag on the 4th of July.

assonance

When you repeat a vowel sound in a phrase.

True, I do like Sue.

cliché

A phrase that is repeated so often, it's nearly meaningless.

Try walking a mile in my shoes.

idiom

An expression used by a group of people with a meaning that can only be understood through common usage. (Many idioms are also considered clichés.)

I'm waiting for him to kick the bucket.

metonymy

A figure of speech where one word is replaced with a word that's closely associated with it. For example, you might hear Washington used to refer to the U.S. government.

The political corruption in Washington is just unreal.

onomatopoeia

The name of an action imitates the sound it makes.

buzzzzzzz

The bees buzz angrily when their hive is disturbed.
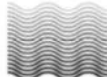
synecdoche

a figure of speech using a word or words to represent a whole. For example, when you refer to credit cards as "plastic".

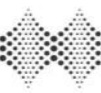**Rather than using cash, she just paid with her plastic.**

The Elements of Art

The building blocks of making art

Line		A line is a path made by a moving point through space. It is one-dimensional and can vary in width, direction, and length.
Shape		Shapes are flat, enclosed areas that are two-dimensional (length and height). Artists use both geometric and organic shapes.
Color		Color is perceived by the way light reflects off a surface. There are three properties of color: hue (color name), intensity (strength/purity), and value (lightness and darkness).
Value		Value describes the lightness or darkness of a surface.
Texture		Texture describes the surface quality of an object. Artists use both actual texture (how things feel) and implied texture (how things look like they feel).
Space		Space is used to create the illusion of depth within an artwork. It can also refer to the positive and negative space between, around, or within objects.
Form		Forms are three-dimensional (length, width, height) and can be viewed from many angles. Forms have volume and take up space.

The Principles of Design

The tools to plan and organize artwork

Balance		Balance is the distribution of visual weight in an artwork. The three types of balance are symmetrical (two sides are the same), asymmetrical (two sides are different but visually weighted equally) and radial (design emerges from center point).
Contrast		Contrast is the difference between elements in a composition. This can happen through a variety of elements such as value change, size difference, etc.
Emphasis		Emphasis is the creation of a focal point in an artwork. Emphasis draws the viewer's eye to particular areas of the artwork first.
Pattern		Pattern decorates the artwork with regularly repeated elements such as shapes or color.
Unity		Unity means that all elements within the artwork are in harmony. Variety within elements adds interest to the composition.
Movement		Movement is how the eye travels through an artwork. Movement can lead the viewer from one aspect to another within the composition.
Rhythm		Rhythm is the regular repetition of elements such as line, shape and forms to create interest and consistency.

Learning Standards

MT Content Standard- Analyze how media artworks expand meaning and knowledge, create cultural experiences, and influence local and global events.

MT Art Standard #10- Synthesize and relate knowledge and personal experiences to make art. Use art to express ideas and current interests.

MT Indian Education For All Essential Understandings- History is a story most often related through the subjective experience of the teller. With the inclusion of more and varied voices, histories are being rediscovered and revised. History told from American Indian perspectives frequently conflicts with the stories mainstream historians tell.

Day 1 Overview

Communication

Emoji Game - Guess the movie/phrase

Emoji Translation - Preamble and Individual Sentence (communication with context and background vs. without)

Transition into Slideshow - Cover our enduring idea, our artist examples, and a brief overview of what we will be doing next class (Elements of Art, Principles of Design, Figurative Language)

Day 2 Overview

Principles of Design, Elements of Art, Figurative Language Review

Introduce project - Create your own phrase like: hungry as a wolf, sharp as a razor, sick as a dog, bright as a button, etc… and draw it employing at least 3 elements of art/principles of design

Day 3 Overview

Review EoA and PoD for inclusion in projects

Continue project from last class period - finalizing artworks today (thinking about color, negative space, background, and personal touches)

Day 4 Overview

Review/reflect/critique on projects - what elements of art can we see in our artwork? Are there any that you directly *chose* to include, where are those exemplified? Are there any elements present that you didn't necessarily think about?

Final review game on EoA and PoD - Kahoot or Family Feud

Name an
Element of Art?

1	5
2	6
3	7
4	
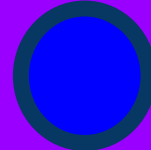
Name a
**Principle of
Design**?

1
2
3
4
5
6
7
8
9

Name an element of **Figurative Language**?

1	7
2	8
3	9
4	10
5	11
6	12