



Art and Design

Art is made to share a message or express emotion. It can inspire people. It can make them think and feel. A painting, sculpture, or photograph can change the way you see the world.

Design is making something to solve a problem. Do you have a favorite graphic tee? Can you remember a great movie poster or book cover? Designers made them!

Steps

1. Discover art and design around you
2. Make art about a subject
3. Experiment with the elements
4. Explore composition
5. Design an art display

Purpose

When I've earned this badge, I'll know how to turn my ideas into art and design projects.



Words to Know

Abstract art: A piece of art that shows something in an unrealistic way and may not have a recognizable subject.

Art: Something made to share a message or express emotion.

Composition: How elements of art and design are arranged.

Design: To make something to solve a problem.

Elements of art and design: The building blocks of art and design include line, texture, shape, form, color, saturation, space, perspective, and scale.

Maker: A person who creates art or designs objects.

Medium: The materials used to make something. **Mixed media** uses more than one medium. **Digital mediums** use technology like computers and 3-D printers.

Perspective: Using lines to create the illusion of a 3-D object, such as a tree, on a 2-D surface, such as a piece of paper. It shows distance by making objects that are farther away smaller in a picture.

Portfolio: A folder that holds pieces or photos of art or other designs.

Representational art: A piece of art that shows its subject in a realistic way.

Scale: How big an object is compared to another. It can be life-size, large-scale, or miniature.

Style: The way a piece of art or designed object looks.

Subject: What a piece of art is about or shows. For example, a **still life** shows arranged items like fruit, flowers, or books. A **portrait** shows a person, group of people, or a pet. A **landscape** shows nature or outdoor space from far away.



Step 1: Discover art and design around you

Long ago, people painted on cave walls to tell stories. Over time, the way we make **art** and **design** things has changed. Inventions like pencils and computers have given us new tools and materials that make the process easier and faster.

In art and design, the materials and tools used are called a **medium**. Traditional mediums include painting, drawing, and sculpting with wood, clay, stone, and metal. **Digital mediums**, like computers, apps, and cameras, are used to design books, illustrations, animation, and videos. When artists and designers combine mediums, that's called **mixed media**.

Make It with Style!

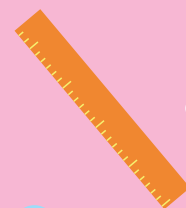
How a **maker** uses a medium is the **style**, which is how a work of art or design looks. Find out more about different styles of art and design on the next page.

Choices—do one:

Search for art and design. The objects around you were designed and made by people. Can you find examples of different mediums, like painting, sculpture, photography, or digital art? Look for designs on posters, T-shirts, or ads. Search for different styles, too. Can you find a realistic portrait or an abstract painting? Can you spot ancient art or modern architecture?

Get inspired by a medium or style. Imagine your favorite animal as a painting or sculpture. What if it was printed with a 3-D printer? Choose a person, place, or thing. How can you show it through art? What could you design? What style or medium will you use? Create art or sketch your design idea. You might paint a field. You might design a park bench.

Examine makers in art and design. If you could talk to any artist or designer, who would you choose? Why do they interest you? Choose a maker to research or interview. Find out how they got started, what inspires them, and why they chose their medium. What's their favorite subject? How has their work evolved over time? How did their style develop?



Make It with Style!

Each artist and designer has their own style. **Representational art** shows something in a realistic way. **Abstract art** is unrealistic and may not be a recognizable image.

Check out these art styles from across time:

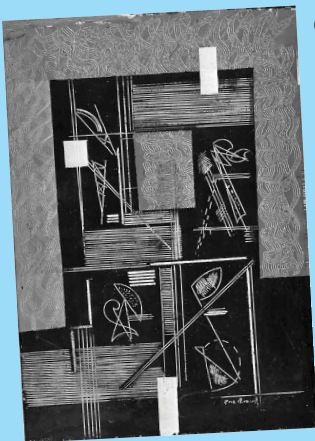
Folk Art shows images important to a community. Many folk artists teach themselves instead of learning in school. They often use natural materials—like wood, straw, or clay—or things available in their community, like tin or glass.



→
Hannah Robinson
Winter
(1819)

Needlework Picture

Abstract Expressionism uses colors, lines, and shapes to capture a feeling or emotional reaction. It values creating art without a plan and doesn't have a recognizable subject.



← **Irene Rice Pereira**
White Lines (1940)

Figurative Art

is a kind of representational art. It shows people and objects realistically or similar to how they look in the real world. It often focuses on human bodies in a recognizable way.



↑
Mary Cassatt
The Loge
(1878-1880)

Courtesy National Gallery of Art, Washington

Surrealism is an abstract art movement. Some images are based on dreams and fantasy instead of the real world.



Surrealism →

There are different kinds of design, too.

Industrial Design is when people design products to sell, like the pair of shoes you're wearing or your toothbrush.



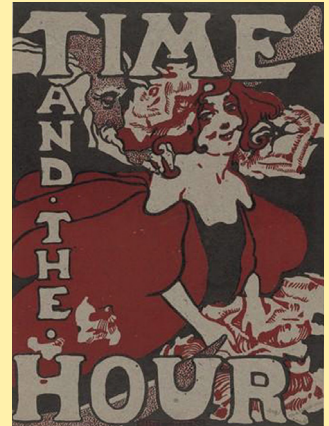
↑ **Ethel Easton Paxson**
Bouillon Cup and Saucer (1923)
Credit Yale University Art Gallery

Architecture is when people design buildings or other structures, such as bridges.



↑ **Architecture**

Graphic Design is when people use technology to design art with a message. It may be shown on a T-shirt, sticker, or poster.



Ethel Reed ↗
Time and the Hour (1896)
Credit Yale University Art Gallery

Interior Design is when people design the inside (or interior) and outside of spaces that are used by people, such as homes, libraries, schools, and sports arenas.



↑ **Interior Design**



Step 2: Make art about a subject

Art often shows people, places, and things. It can also show feelings and ideas. Can you describe how “happy” or “worried” feel? How would they look? Could you make art to show a feeling like hope or an idea like fairness?

The focus of a piece of art is the **subject**. **Portraits** show people, pets, or a group of people. **Landscapes** show places or parts of nature, such as a field, mountain, or lake. **Still lifes** show objects arranged together.

Choices—do one:

Make representational art. Choose a subject and a medium to show realistically. You could paint, draw a portrait, or sculpt clay. You could photograph a landscape or still life. Try to capture a feeling or mood.

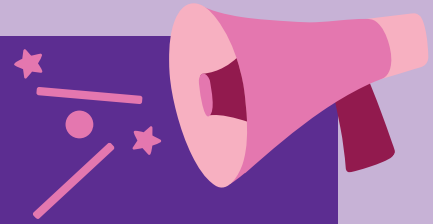
Make abstract art. How does your favorite place or person make you feel? Imagine how that feeling looks. What comes to mind? Shapes or colors? Lines or textures? Make abstract art about a subject using any medium. Use paints or pastels. Try charcoal pencils or build with found objects. Blur or edit photos.

Make digital art. How can you portray a feeling, idea, or the importance of an issue through digital art? Choose a subject and use technology to make art about it. Make a documentary about a cause, such as endangered species or women’s rights. Use graphic design to make a poster. Create a 3-D printed sculpture.

► **For more fun:** Design something for your subject. For example, think about what could help the person in your portrait. Could you design a building for your landscape? How can you design something special for your subject?



Art for Activism



Art can inspire people to act with signs, murals, buttons, T-shirts, stickers, and more. It can share information and help people show support for issues they care about. Movement or protest art is made by activists and social movements.

Check out these examples of how art can be used to create change:

Ndebele house painting. The Ndebele are a group of people in South Africa. Ndebele house painting is usually done by women painting brightly colored symbols and patterns on their houses. It was also used as a secret code to communicate during a war. Their opponents didn't understand the paintings and thought they were meaningless.

Photography. Martha Cooper is a photojournalist for newspapers and magazines. She's most well known for her pictures of graffiti in New York City. Her photographs helped people understand and accept graffiti as an art form.

Poster art. People fighting for equal rights use posters to raise awareness and rally supporters.



Posters about nature and the environment can include images of animals and carry messages, like how to prevent forest fires or celebrate Earth Day.



Step 3: Experiment with the elements

To make a salad, you might gather lettuce, vegetables, fruit, and even some meat or nuts. You might wash and chop each ingredient, or do it all at once. At the end, you might top it with cheese or dressing.

In the same way you mix ingredients for a salad, makers use **elements**, such as lines, shapes, and colors, to create art and designs. They can show different textures and shapes with lines. They can show different feelings and times of day with color.

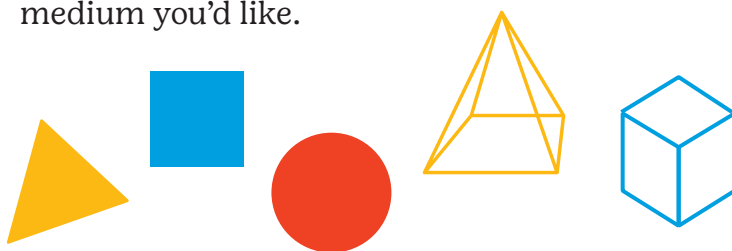


Choices—do one:

Explore line and texture. Use lines to create shapes, forms, and even textures. What lines could you make with markers, a computer, or clay? What textures could you show with wood, crayons, or fabric? Choose a medium and create art inspired by any subject that shows texture. You might draw or paint. You might use a computer. You might make string art!

Explore color and saturation. Red, yellow, and blue are primary colors. When you mix them, you get secondary colors, including orange (red and yellow), green (blue and yellow), and purple (blue and red). Saturation is when white or black is added to make a color lighter or darker. To explore, make two pieces of art that are the same except for their color. Make the first with bright colors. Make the second using only one color in different shades of light and dark. You might use paints or pastels. You might edit a photo.

Explore shape and form. Imagine two-dimensional (2-D) shapes, like circles and triangles. Forms are three-dimensional (3-D) versions of shapes, like spheres and pyramids. Can you identify shapes and forms in art, design, and your world? You might find a pair of dice or a can of soup. Then make art with shapes and forms. Use paint, clay, a computer, or any medium you'd like.



Step 4: Explore composition

If you've ever set a dinner table, where did you put the plates, utensils, and napkins? Did you put anything in the center of the table? Did you use a placemat or a tablecloth? Artists and designers choose how to arrange different elements in their work, just like setting a table. This arrangement is called **composition**.

Makers might consider scale, light, shadows, and perspective in their composition. **Scale** is the size of an object compared to another. Shading can show light and shadows, giving a flat, 2-D image depth or making it appear 3-D. **Perspective** shows how far away objects look from one another. All these elements show distance and can draw attention to certain areas of the art.

Choices—do one:

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Size it up with scale. You probably wouldn't think much about a car on the street, but what if it was as tall as a building or as small as an ant? Explore how scale works by making art about a subject in a different scale than real life. Use any medium. You might create a diorama, a scale drawing of a room, or a miniature clay character. You might draw, paint, or photograph something as if you were small and the item was big—like you're in a giant's castle!
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Experiment with light and shading.

When makers focus on light and shadow,



they can make a flat image look as realistic as the real-life object! Sketch a still life three times, using a different light source or angle each time. You might sketch a bowl of fruit, a pile of books, or a box of toys. You might light your still life from above, below, and the side. Compare your sketches. How does changing the shading or light impact each composition?
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Get some perspective. Have you ever noticed that a huge tree looks small from far away? Perspective can create the illusion of a 3-D object, such as a tree, on a 2-D surface, such as paper. It shows distance by making objects that are farther away look smaller. To explore, create a landscape with perspective. You might paint or make a collage that tells the story of the space. You might focus on photography, carefully arranging your photo's composition.

Step 5: Design an art display

Makers can show their work at galleries, museums, and art shows. They might frame 2-D art or put 3-D art on special stands called pedestals. They might carry examples or photos of their work in a case called a **portfolio**. They can also use their art to make merchandise or “merch,” such as T-shirts and posters, to sell.

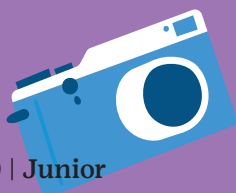
Now that you’ve created art and designs, how will you share what you’ve made? You might show it at school or a community center. You might even throw a party!

Choices—do one:

Host an event. Work with your fellow Juniors or family to plan an art show. Where will it be? Who will you invite? How will your event look? Make frames or pedestals to display your work. Paint posters, design programs, or make a video or slideshow. During the event, share what you’ve made. Let others know about your medium, style, subject, and inspiration!

Create a portfolio. Portfolios protect artwork and make it easy for makers to share their work in job interviews or with gallery owners. Make a portfolio with posterboard, by upcycling a folder or cereal box, or with technology. Choose your favorite artwork and designs. Take photos if you need to. Think about how one piece will “flow” to the next. Then share it with family or friends!

Make merch. Makers can put their art on all kinds of objects. Bands and singers may sell T-shirts and stickers. Artists can create and sell prints, calendars, and even shower curtains with their art. What could you make with your art and designs? Sketch or use a computer to put your images on anything you like: stickers, journal covers, or even a blanket! Show your sketch to others and incorporate their feedback. Then if you can, create it with materials.







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