Computerized Escher Tessellations

Grade Level	8
Subject	Visual Arts
Curriculum Objective	Visual Art COMPETENCY GOAL 2 The learner will develop skills necessary for understanding and applying media, techniques, and processes. (National Standard 1) 2.02 Apply materials such that their unique properties and potential impact the artistic solution. COMPETENCY GOAL 3 The learner will organize the components of a work into a cohesive whole through knowledge of organizational principles of design and art elements. (National Standard 2) 3.01 Understand how artists use the elements and principles of design to impact their environment. 3.02 Develop original solutions that effectively apply the elements of art in an aesthetic composition. 3.03 Apply diverse original solutions in the problem solving process. 3.04 Apply intuitive perceptions in the problem-solving process. 3.05 Apply diverse experimental solutions in problem-solving. COMPETENCY GOAL 4 The learner will choose and evaluate a range of subject matter and ideas to communicate intended meaning in artworks. (National Standard 3) 4.05 Develop personal imagery and style. COMPETENCY GOAL 7 The learner will perceive connections between visual arts and other disciplines. (National Standard 6) 7.04 Apply various technologies in order to effect visual arts and other disciplines. COMPETENCY GOAL 8 The learner will develop an awareness of art as an avocation and profession. 8.02 Assess the criteria to pursue visual arts as a profession. Technology - Objective 3.07 Plan, design, and develop a multimedia product using data (e.g., graphs, charts, database reports) to present content information. Strand - Multimedia/Presentation
Guiding Question	How does tessellation on the computer differ from that of M.C. Escher?
Lesson Summary	Students will construct a tessellation using Microsoft Paint.
Activating Strategy	• Students will produce a shape capable of forming tessellating patterns using index cards, scissors, tape, drawing paper, pencils and markers. • Students will do a follow along of computer demonstration of producing a tessellating shape.

Cognitive Strategy	• Students will view works by MC Escher and discuss Escher's techniques, muses, and designs. • Students will produce a personal design using Microsoft Paint in the computer lab.
Summarizing Strategy	• Students will save their design to their personal folder and to the teacher's class folder. • Each student will print and submit their product.
Evaluation	• Monitor student's progress. • Student will submit a printout of work demonstrating the use of elements of design. • Student will orally answer the Guiding Question.
Resources	• Art Supplies: card stock, tape scissors, paper, pencils, markers • Power Point presentation on MC Escher (teacher constructed) • Computer Lab • Microsoft Paint
Credits	D. Hartman – Visual Arts – Chestnut Grove Middle School