

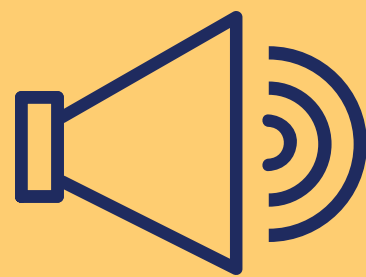
# Speaking in visual arts

7 strategies for Stage 4, 5 or 6



## Intonation, volume & pace

Provide the students with an excerpt from a graphic novel. Deconstruct the language and art techniques, then record the story on their phones/laptops as a radio play or podcast. Discuss as a class, the importance of effective intonation, volume and pace when speaking.



## Structure & sequence

Experiment with structure and sequence through improvisation and theatresports games such as Verses and Rhymes.



## Vocabulary

Present about the frames, describing and defining the relevant technical vocabulary and features.



## Language features

Through a class discussion collaboratively analyse and describe the language features and literary techniques in a graphic design piece.



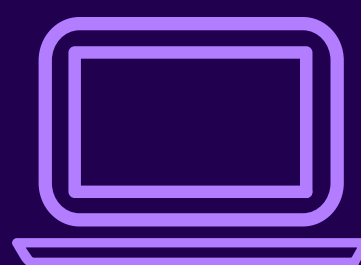
## Movement & the audience

In groups, students creatively collaborate a short play based on an studied stimulus artwork. Once performed, discuss how the gestures, movement and facial expressions of the performers enabled audience focus.



## Visual meaning & effect

Allocate an artwork to an entire class. In pairs, students are to make a presentation about the use of colour, shape, size and how this has contributed to its meaning, purpose and effect.



## Interaction

Split the class into teams. Get students to interact, advocate and analyse a relevant art issue through a class debate.

