

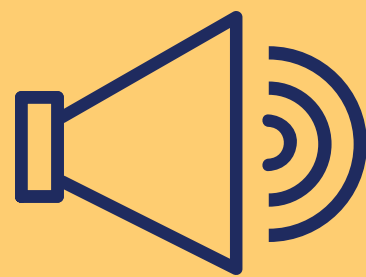
Speaking in visual arts

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.



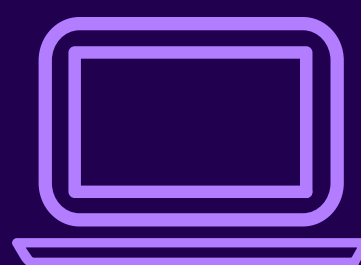
Movement & the audience

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.

