

# Art foundations and potential careers



Length  
30-40 minutes

## About this lesson

Students will participate in a classroom discussion in which they learn/review key terms used in visual arts and will explore how they are used in a professional setting and in a variety of related careers.

## Objectives

By the end of this lesson, students will:

- Define and give examples of key terms commonly used in visual arts: composition, contrast, colour theory, and perspective.
- Explore how knowledge of these terms can be useful in a professional setting, and which careers utilize this knowledge.

## Inquiry prompt

- What are some key foundational terms in visual arts and what are some examples of them in real life?
- How can the knowledge and skills I attain in visual arts benefit me in a future career?

## Before you begin

1. Ensure that you can play the [Visual arts & design and your future success](#) video.
2. Ensure that you can log into your student demo account and can access **Explore Options**.
3. Ensure that students are able to log into their accounts and access **Explore Options**.
4. Decide whether to take discussion/brainstorming notes with your class via a slide deck and project for students to view, or on a whiteboard in the physical classroom.

## Teaching strategies

- 1 Play the [Visual arts & design and your future success](#) video. When the video is over, ask students to give two examples of real-world connections to visual arts.
- 2 Display for students, either on a whiteboard or using a projector, the following visual arts vocabulary terms:
  - Composition
  - Contrast
  - Colour theory
  - Perspective

You can also include any relevant art terms that students are investigating in class.



## Xello entry point

Students can dive right in!

## Materials required

- [Visual arts & design and your future success](#) video.
- Computers or tablets with Internet access
- Whiteboard and whiteboard markers (optional)

## Outcomes

Students:

- Save at least two visual arts related careers in **Explore Options**

## Art foundations and potential careers



Length:  
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- 3 As a class, define the terms, along with any others that were included.. If you need guidance, see the following definitions below:
  - Composition – The way in which different elements (colour, line, shape, form, texture) are arranged in an artwork
  - Contrast – The arrangement of opposite elements and textures (light and dark, rough and smooth) in an artwork
  - Colour theory – The guidelines for the use of colour, including colour mixing, colour grouping, and colour scheme
  - Perspective – An art technique that creates the visual illusion of depth
- 4 Now, have students log in to their accounts. In your student demo account, click on **Careers** under **Explore Options** and direct students to do the same. Then direct students click on **More filters**, scroll down to either **Career Clusters** and click on **Arts, Media & Culture**, or to **School Subjects** and click on **Art & Design**. Then apply the filter to narrow the list of careers. Once students do this, they will be able to see the visual arts & design-related careers in Xello.
- 5 Direct students to follow your lead as you select one career, click on it, and scroll down through the profile, focusing on Job Description, Core Tasks, and Education & Training. Then answer the following questions as a class:
  - How is this job related to visual arts & design?
  - How are the skills you're learning in your visual arts classes right now related to this career?
  - Refer to our class notes on the visual arts vocabulary terms. Which of those terms do you think apply to this career? Give an example.
- 6 Next, allow students 10 minutes to browse through the visual arts & design-related careers themselves. Students should choose two vocabulary terms they reviewed, and for each of the terms, they will need to find one career that utilizes it in a professional setting. Once they have finished investigating each career, they should save the career and in the **My Notes** section of the career Investigate card, record their responses to the above question regarding the career. As a challenge, students should try to find careers that may seem unconventional. If students need additional guidance, some examples are below:
  - Composition – Graphic designer, Interior designer, Advertising account executive
  - Contrast – Photojournalist, Illustrator
  - Colour theory – Fashion designer, Animator, Painter
  - Perspective – Architect, Video game developer

**Tip:** If students finish early, they can investigate how the website or UX designer has applied the vocabulary terms to the layout of the Careers web page!

- 7 Once students have found their careers, come back together as a class. Ask students to take turns sharing which careers they chose, and for which key

## Art foundations and potential careers



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terms. Keep notes, either on a whiteboard or using a projector.

- 8 Discuss the following questions as a class:
  - Which key terms were easiest to match to a career? Why?
  - Of all of the careers chosen by your class, name one or two that seem most obvious when selecting a career that utilizes what you learn in visual arts & design. Why these careers?
  - Did some careers surprise you? Which ones? Why?
  - Has this activity made you consider pursuing a career in visual arts that you hadn't previously considered? Why or why not?