

“Mistake” Art (Line Drawing)

Discipline

Visual Arts

Grade and/or Course Level(s)

Lower Elementary (K-2)

Overview

Students will learn that a mistake is an opportunity to be an artist. Students will first close their eyes and make an unwanted mark on their paper, then use a variety of art supplies to turn that “mistake” into a work of art. By problem-solving, students will explore solutions that may take the form of animals, objects, places, or non-representative art.

Essential Understanding, Knowledge, Skills, and/or Processes

- Artists work with mistakes
- Lines are used to make shapes and complete images
- Art can have many solutions

Outcomes

- Students will create artworks that begin with an unintentional line that will inspire an object or image to complete the composition.

SOLs

- K.1 The student will apply creative thinking to artmaking.
 - a) Draw from imagination
 - b) Create works of art that represent personal responses to art-making challenges.
- 1.1 The student will apply creative thinking to artmaking.
 - a) Experiment with materials.
 - b) Make unconventional combinations of ideas or objects in artwork.
- 2.1 The student will apply creative thinking to artmaking.
 - a) Incorporate unanticipated results of artmaking into works of art.
 - b) Depict imaginary characters, scenes, or experiences.

Materials

- Paper
- Crayons
- Any materials student chooses to accomplish desired work (such as coloring supplies, digital media, collage media, etc.)

Student/Teacher Actions

1. Teacher will begin by explaining steps to an art game to begin instruction (in-person or through a synchronous site such as Zoom or Google Meet). Steps to game: 1. “Get ready” means pick out one crayon you like 2. “On your mark” means place it so the tip is touching the middle of the paper 3. “Get set” means close your eyes 4. “Go” means make a quick squiggle on the paper 5. “Stop” means lift crayon and open your eyes to see what mark you made!
2. (Optional) Teacher can read a book about mistakes such as [Beautiful Oops](#) by Barney Saltzberg, [Ish](#) by Peter Reynolds, [Regina’s Big Mistake](#) by Marissa Moss, or [The Book of Mistakes](#) by Corinna Luyken. Have students explain how the characters in the book handled solving a mistake through art.
3. (Optional) Teacher shows [eMediaVA](#) clip “ArtQuest: What is A Line?” (1.08 min) Teacher will ask students how lines make up objects we see. Have students identify what lines they can find around the room. Students can respond in-person or digitally by taking a picture of the room and editing a line on top in an editing app such as Google Drawings.
4. Teacher will explain how a mistake in art can be an opportunity to make something unexpected! Teacher prompts students to reflect on their “mistake” and problem-solve to create something new. (Students are encouraged to rotate paper).
5. Students will select supplies they need or that are provided to reimagine their “mistake” into a new work of art. Students are encouraged to draw anything they can envision from realistic to imaginary. Students must fill their whole picture plane to complete the composition.
6. Once completed, students will give artist’s statements explaining what they reimaged their “mistake” to be, in-person or through digital platform (such as Google survey). Teacher will ask students to partner share how each solved the challenge, (in-person or through a synchronous site such as Zoom or Google Meet).

Assessment Strategies

- Verbal Assessment
- Shoulder partner/table talk in-process critique
- Self-assessment/self-reflection form (older students)
- Rubric for completed art (older students)

Differentiation Strategies

- Allow for multiple materials
- Demonstrate a solution prior to student work time
- Shoulder partners/table talks about ideas and throughout the making process
- Visual demonstrations of all processes

Extensions and Connections

- This instructional activity can be connected to STEAM lessons involving inventions from mistakes.
- “Mistake” art can be made with simple supplies such as pencils and crayons or on digital media with touch screens.
- [eMediaVA](#) can connect to Google Classroom.

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