

# Art Eyeland

For my final project in Exceptionalities, my colleague and I addressed the essential question: How can we successfully foster an environment in our art classrooms that considers the needs of all learners? We created an original board game, called Art Eyeland. The layout of our board game is based on Candyland, a childhood favorite, but will encompass all fourteen of the Elements of Art and Principles of Design. We consider this board game to be a tool in the art classroom for all learners of all capacities. It fosters collaboration, kinesthetic and visual intelligences, tactile learning, and social interaction. This board game is a level playing field for all of our students to begin to understand the rules of art: the Elements and Principles.

On a 22"x 22", handmade board, there are four players, that go by the names of Elie, Arthur, Prince, and Desi. They are formed out of clay into the characters of Art Eyeland. They are traversing the game each in their own boat, referencing the Island/Eyeland. The game has a stack of cards (just like Candyland) where each card will depict 1 of 4 values. These four steps of value are repeated on the path of the game. The first player picks up a card (2" x 2") randomly to see which value they get, 1(white), 2(light gray), 3 (dark gray), or 4 (black). That corresponds to where their player drifts to next. Shuffled into the pile of value cards will be seven illustrated "principles of design" cards. Each principle of design is pictured in a bigger scale throughout the path of the game. Balance Boulevard, Rhythm Road, Emphasis Empire, Movement Metropolis, Contrast City, Pattern Place, and Unity Universe. All of these stops on the board are drawn to demonstrate each principle. If the player chooses one of these cards, they get sent directly to that principle. Just like in Candyland, there will be bridges that will advance you to winning the game! Each bridge will represent an Element of Art. Color bridge, Form bridge, Line bridge, Shape bridge, Space bridge, Texture bridge, and Value bridge.

Whichever player gets to the last Principle first, wins the game!

We believe an interactive game will further students knowledge, interest and memory of the Elements of Art and Principles of Design. As artists ourselves, we understand how important it is to know how to employ these rules into our work and our lives.

Children of varying learning styles will benefit from this game because it will be an additional way to learn. A child who needs visual reminders because they have difficulty hearing and listening to directions in a traditional art lesson would succeed by playing this game. Children who have anxiety will learn the serious and academic subject of the Elements and Principles in a very fun, and playful way. Someone who has a hard time focusing in the class will have an outlet to engage and be learning at the same time.











