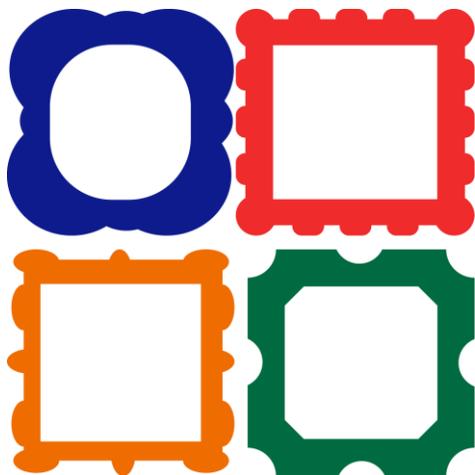


# TECHNOGallery

## Teacher Guide

Lessons for Elementary Students: Grades 1-3



Technology Course using  
Drawings & Slides  
Draw artwork and hang in a gallery.

TechnoGallery is an introductory course for beginners. The activities actively engage students in the creative process. Through guided exploration and experimentation, students discover how to use digital art tools. They apply their knowledge to make a series of original art pieces that convey an emotion, tell a story, send a message, and express an idea. The visual arts activities develop fine motor, keyboarding, and basic computing skills.

In this course, students produce an animated art gallery with artwork they create using Google Drawings. The fun begins with an exploration of line and shape tools. Once familiar with how to create and format objects artists apply their creative talents to make cartoon faces and characters. Next, students transform text into a beautiful picture by formatting the style and color of letters. The final art project has students experiment with recoloring and cropping options to create stunning images. Upon completion, each piece of artwork is placed into picture frames using Google Slides. They share their artwork and explain their artistic choices during a digital art show.

**TECHNO**Kids®

# Table of Contents

## Introduction

Introduction .....	i
TechnoGallery Overview .....	ii
TechnoGallery Course Outline .....	iii
Technology Integration Ideas .....	iv

## Session 1 Paint Artwork with Lines

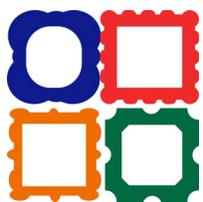
Session 1 Paint Artwork with Lines.....	1
Assignment 1: Become an Art Critic.....	2
View the Art Gallery Sample.....	2
Answer the Questions about the Art Show .....	2
Close the Gallery .....	3
Assignment 2: Discover Lines .....	4
Sign Into Google Drive and Make a New Drawing.....	4
Draw a Straight Line .....	4
Scale or Move a Line .....	5
Format the Line Color, Line Weight, and Line Dash Style .....	5
Explore How to Draw an Arrow.....	6
Select Objects to Delete .....	6
Draw a Wavy Line Using the Curve Tool.....	6
Use Skills to Format the Curvy Line.....	7
Draw a Jagged Line using the Polyline Tool .....	7
Explore How to Draw Freehand Using the Scribble Tool.....	7
Have Fun Drawing with Lines .....	7
Sign Out of Google Drive .....	7
Assignment 3: Design a Pattern Using Lines.....	8
Make a New Drawing and Rename It "Pattern" .....	8
Design a Pattern Using Lines .....	8
Sign Out of Google Drive .....	8
Assignment 4: Express Yourself as a Cartoon Face.....	9
Make a New Drawing and Rename It "Face" .....	9
Draw a Face Using Lines.....	9
Sign Out of Google Drive .....	9

## Session 2 Construct Cartoons Using Shapes

Session 2 Construct Cartoons Using Shapes .....	10
Assignment 5: Explore Shapes .....	11
Make a New Drawing and Rename It "Shapes" .....	11
Change the Background Color.....	11
Draw a Shape .....	11
Zoom In and Zoom Out .....	12
Delete, Undo, and Redo an Action .....	12
Bend, Flip, Scale, Move, and Rotate the Shape .....	12
Fill a Shape with a Custom Color.....	13
Format a Shape Outline .....	13
Draw More Shapes and Adjust the Object Order.....	14
Take the Shape Challenge .....	14
Sign Out of Google Drive .....	14
Assignment 6: Construct Animals Using Shapes.....	15
Make a New Drawing and Rename It "Animals" .....	15

Make a Sleeping Cat from Shapes .....	15
Take the Drawing Challenge .....	15
Sign Out of Google Drive .....	15
Assignment 7: Tell a Story ~ A Picture Is Worth a 1000 Words .....	16
Make a New Drawing and Rename It "Story" .....	16
Draw a Picture Using Shapes and Lines .....	16
Sign Out of Google Drive .....	16
Session 2 Extension Activity: Edit Points .....	17
Session 3 Design a Poster with Decorative Text	
Session 3 Design a Poster with Decorative Text .....	18
Assignment 8: Have Fun with Text .....	19
Make a New Drawing and Rename It "Text" .....	19
Add a Text Box .....	19
Select the Text .....	19
Format the Font .....	19
Format the Font Size .....	20
Format the Font Style .....	20
Format the Text Color .....	20
Align the Text in the Text Box .....	21
Use Your Skills to Format the Text Box .....	21
Insert Word Art .....	21
Format the Font, Style, Fill, and Outline .....	21
Sign Out of Google Drive .....	21
Assignment 9: Make a Picture from Text .....	22
Make a New Drawing and Rename It 'Words' .....	22
Change the Background Color .....	22
Make Words Look Fancy .....	22
Sign Out of Google Drive .....	22
Session 4 Manipulate Images to Create a Collage	
Session 4 Manipulate Images to Create a Collage .....	23
Assignment 10: Try Recolor and Crop Options .....	24
Make a New Drawing and Rename It 'Repeat' .....	24
Insert a Picture from the Internet .....	24
Crop a Picture into a Shape .....	25
Apply a Picture Border .....	25
Adjust the Picture Color .....	26
Duplicate and Reset an Image .....	26
Play with Recolor and Crop Options .....	26
Sign Out of Google Drive .....	26
Assignment 11: Create Colorful Artwork from Pictures .....	27
Make a New Drawing and Rename It 'Love' .....	27
Insert a Picture of Something You Love .....	27
Create a Picture Using the Same Image .....	27
Sign Out of Google Drive .....	27
Session 4 Extension Activity: Trace to Make a Cartoon .....	28
Session 5 Create an Art Exhibit	
Session 5 Create an Art Exhibit .....	29
Assignment 12: Save Pictures to Use in Art Gallery .....	30
Sign Into Google Drive .....	30
Download Files .....	30

Assignment 13: Exhibit Artwork in an Animated Gallery .....	31
Make a New Presentation and Rename It "Gallery" .....	31
Make a Title Slide .....	31
Name the File .....	31
Add a New Slide and Change the Layout to Blank .....	32
Add a Picture Frame to the Slide Background .....	32
Insert the 'Face' Picture .....	33
Add the Other Pictures .....	33
Add Transitions Between Slides .....	34
View the Animated Gallery .....	34
Sign Out of Google Drive .....	34
Session 6 Meet the Artist	
Session 6 Meet the Artist .....	35
Assignment 14: Host a Digital Art Show .....	36
Sign Into Google Drive and Open "My Gallery" .....	36
Meet the Artist .....	36
Sign Out of Google Drive .....	36
Session 6 Extension Activity: Print as a Handout .....	37
Appendices	
Appendices .....	38
Appendix A: Assessment Tools .....	39
Art Gallery Rubric .....	39
Artist Self-Reflection .....	40
TechnoGallery Skill Summary .....	41
Appendix B: Contact Information .....	42



# Introduction

This section provides valuable information about teaching TechnoGallery. It includes an overview of the course. In addition, there are ideas for implementation and technology integration.

For additional guidance, open the course in TechnoHub and select Get Started to access preparatory steps, resource list, and scheduling timetable.

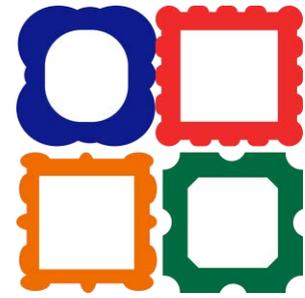
[TechnoGallery Overview](#)

[TechnoGallery Course Outline](#)

[Technology Integration Ideas](#)

# TechnoGallery Overview

In this course, students produce an animated art gallery with artwork they create using Google Drawings. The fun begins with an exploration of line and shape tools. Once familiar with how to create and format objects artists apply their creative talents to make cartoon faces and characters. Next, students transform text into a beautiful picture by formatting the style and color of letters. The final art project has students experiment with recoloring and cropping options to create stunning images. Upon completion, each piece of artwork is placed into picture frames using Google Slides. They share their artwork and explain their artistic choices during a digital art show.



- In Session 1, students become digital artists. They explore how to draw straight, curvy, and zigzag lines. By experimenting with color, width, and dash style students develop basic graphic design skills. These are applied to draw a unique pattern suitable for a shirt, rug, or wallpaper. Next, they draw a cartoon face that expresses emotion. This activity serves as an enjoyable exploration of various line styles!
- In Session 2, students further their exploration of digital art tools. The excitement kicks off with a drawing workshop that teaches them how to draw, bend, resize, and rotate shapes. Additionally, students acquire key graphic design skills like zooming, deleting, undoing, and redoing. These skills are then used in constructing animal figures from shapes. Following this, students create new artwork that integrates both lines and shapes. An optional activity is also available, explaining how to edit points to gain greater control over an object.
- In Session 3, students continue to express themselves artistically by transforming words into art. They start with a workshop that encourages them to explore various text formatting options, including fonts and alignments. Next, they delve into WordArt to experiment with different ways to change the outline and fill of letters. They then use their newfound skills to design a poster featuring descriptive words. Each one is formatted to look unique.
- In Session 4, students creatively manipulate images to produce a one-of-a-kind collage. The fun begins with a workshop where they learn to crop, apply styles, and adjust colors. Once they have mastered these graphic design skills, they use them to create artwork related to a personal interest or favorite thing. The collage features repeated images, each with a unique effect. An optional activity, challenges students to trace a photo to create a carton drawing.
- In Session 5, students curate a digital art gallery. To prepare, they download their previous session's artwork as JPEG images. This is a necessary step for inserting them into a slideshow. Using Google Slides, students transform the white background of a slide into a picture frame. They then insert a downloaded picture file into the frame, creating the illusion of art hanging on a digital wall. After all the artwork is framed, they add transitions between slides to complete the digital art gallery experience.
- In Session 6, students showcase their art in a digital exhibition. They share their collection with peers. To engage the audience, the student-artists ask questions such as "what lines do you see in this picture?" or "what shapes make up these animals?". An optional extension activity demonstrates how to print the slideshow as a handout, transforming the digital exhibition into a printed display of artwork.

# TechnoGallery Course Outline

<p><i>Purpose:</i> Create artwork using digital drawing tools. Produce an animated art gallery to showcase the collection.</p>	<p><i>Preparation:</i></p> <ul style="list-style-type: none"> <li>• Sign up for a Google account</li> <li>• Share Gallery folder with students</li> <li>• Download and print Flashcards and Tool Summary from <a href="#">TechnoHub</a> (optional)</li> </ul>
<p><i>Objectives:</i> (see Appendix A: Skill Summary)</p> <ul style="list-style-type: none"> <li>• reflect and evaluate artwork</li> <li>• explore and experiment with digital tools</li> <li>• discover ideas for art making</li> <li>• create artwork using digital tools</li> <li>• make creative decisions to solve problems</li> <li>• revise or refine artwork</li> <li>• share artwork with an audience</li> <li>• draw lines and shapes</li> <li>• set the fill and outline of objects</li> <li>• scale, position, rotate, bend, flip objects</li> <li>• format the font, size, style, and color of text</li> <li>• insert an image</li> <li>• duplicate an image</li> <li>• adjust brightness, and contrast</li> <li>• format a slide background</li> <li>• apply transitions to slides</li> <li>• play a presentation as an animated gallery</li> </ul>	
<p><i>Materials:</i></p> <ul style="list-style-type: none"> <li>• Art Gallery Rubric</li> <li>• Artist Self-Reflection</li> <li>• TechnoGallery Skill Summary</li> <li>• Gallery folder <ul style="list-style-type: none"> <li>◦ Sample Art Gallery</li> </ul> </li> <li>• Parent Letters and Certificate (optional)</li> <li>• Flashcards and Tool Summary (optional)</li> </ul>	
<p><i>Summary of Activities:</i></p> <ul style="list-style-type: none"> <li>• View a sample animated art gallery and answer questions about the artwork.</li> <li>• Discover line drawing options.</li> <li>• Design a pattern using lines.</li> <li>• Make a cartoon face that expresses an emotion using lines.</li> <li>• Explore shape drawing options.</li> <li>• Construct animals using shapes.</li> <li>• Make a picture using shapes that tell a story.</li> <li>• Experiment with text formatting options.</li> <li>• Design a picture using text that sends a message.</li> <li>• Explore the image recolor and cropping options.</li> <li>• Create artwork that uses repetition to express an idea.</li> <li>• Produce an animated art gallery. Insert artwork into frames and apply transitions between slides.</li> <li>• Share art gallery with an audience as part of a digital art show.</li> </ul>	
<p><i>Extension Activities:</i></p> <ul style="list-style-type: none"> <li>• Edit Points: Adjust the points in a Google Drawing created with the Curve or Polyline tools.</li> <li>• Trace a Photo to Make a Cartoon: Trace the outline of an object using drawing tools.</li> <li>• Print as a Handout: Reduce a presentation to 1 printed page using the handouts option.</li> </ul>	
<p><i>Assessment:</i></p> <ul style="list-style-type: none"> <li>• Self-Evaluation (Artist Self-Reflection)</li> <li>• Teacher Evaluation (Art Gallery Rubric, TechnoGallery Skill Summary, Gallery Marking Sheet)</li> </ul>	
<p><i>Notes:</i></p> <ul style="list-style-type: none"> <li>• Samples have been provided that show a range of creative options. Use them to inspire students.</li> <li>• If time is an issue, delete some of the art activities.</li> </ul>	

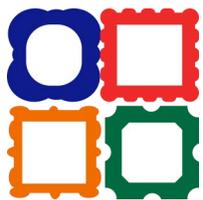
## Technology Integration Ideas

The TechnoGallery course can be used as a fun way to develop fundamental computing skills. The drawing activities develop the fine motor and keyboarding skills necessary for using technology efficiently. In addition, by producing an animated art gallery, students learn basic graphics, word processing, and presentation skills. This provides a foundation for future learning.

The TechnoGallery course also integrates technology into the visual arts curriculum. The activities gradually introduce drawing tools and techniques to support the creative process of making art using technology. To start, students explore and experiment with tools. Next, they study artwork to gain inspiration. Afterwards, they apply their skills to create. The completed artwork is shared with an audience in an art exhibit. Students then reflect upon the experience.

There are many benefits to including digital art tools into visual arts:

- *Encourage Playful Discovery of Art Tools:* Exploring program features is a fun act of discovery. The artist can "click around" to reveal the purpose and options for each digital art tool. Each click provides instant feedback.
- *Invite Risk Tasking into the Creative Process:* Digital art can easily be revised. The artist can instantly undo an action, revert an object to its original state, replace an image, or adjust a design. This provides the freedom to take chances.
- *Experiment with Different Design Choices:* An artist can keep their original artwork intact by making a duplicate. This allows them to make different design choices on the copy.
- *Explore the Elements of Design:* Digital art tools allow the exploration of line, color, texture, shape, and space.
- *Develop an Understanding of the Principles of Design:* Digital art tools allow artists to make artistic choices to create contrast, repetition and rhythm, variety, emphasis, proportion, balance, unity and harmony, or movement.
- *Combine Multiple Forms of Media in Artwork:* Digital art tools allow an artist the ability to combine a range of media such as objects, images, and text onto the same canvas. This presents a wide range of creative possibilities.
- *Develop Fine Motor Skills for Art Making:* Creating digital artwork requires precise movements of the hands and fingers. Artists gain coordination by using digital art tools.
- *Realize an Imagined Idea:* Artists often have ideas that are difficult to create because they lack the skills to draw what they imagine. Digital art tools can support artists by providing them with tools that bridge the gap between imagination and ability.
- *Incorporate Digital Art into other Work:* Digital art can be easily inserted into a presentation or report. This allows the artist to express their ideas using other media.
- *Share Original Art with an Audience:* Digital art can be shared with a large audience. It can instantly be uploaded to a website, posted in a blog, or sent in an email message.
- *Respond to Artwork Digitally:* Digital artwork can be commented upon electronically. This allows the artist and the audience to have a conversation about the work.



# Session 1

## **Paint Artwork with Lines**

In this session, students become digital artists. They explore how to draw straight, curvy, and zigzag lines. By experimenting with color, width, and dash style students develop basic graphic design skills. These are applied to draw a unique pattern suitable for a shirt, rug, or wallpaper. Next, they draw a cartoon face that expresses emotion. This activity serves as an enjoyable exploration of various line styles!

Assignment 1: Become an Art Critic

Assignment 2: Discover Lines

Assignment 3: Design a Pattern Using Lines

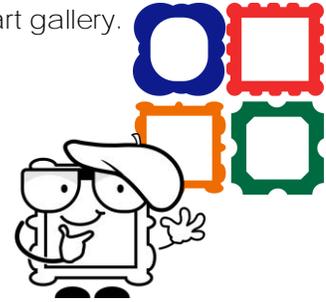
Assignment 4: Express Yourself as a Cartoon Face

# Assignment 1: Become an Art Critic

In this course you are going to draw pictures. You will hang them in an art gallery.

What do you want to make? View the *Art Gallery* sample to get ideas!

Become an art critic. What do you like about the pictures?



View the Art Gallery Sample

- ▶ Ask your teacher how to open the *Art Gallery* sample.

Click *Slideshow*  to play the art show.

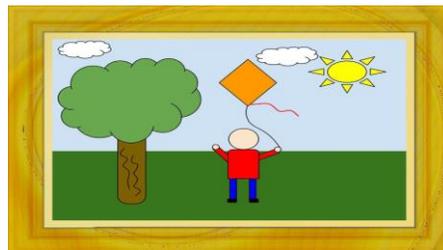
- ▶ Click the mouse to advance the slides.  
Press the ESC key to exit the show.

Answer the Questions about the Art Show

- You are going to make art using lines.  
Lines can be straight , wavy , or jagged .  
You will use lines to make shapes, add detail, show texture, or express emotion.



- Find a straight line. Trace it. 
  - Find a a curvy line. Trace it. 
  - Find a a jagged line. Trace it. 
  - What emotion do the lines on the face show?  happy  sad  mad
- You are going to make art using shapes. It will tell a story.



- Find a circle. Trace it.
- Find a rectangle. Trace it.
- What is happening in the picture?

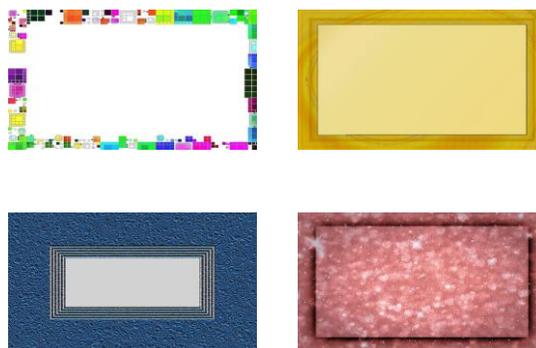
3. You are going to make art using words.  
You will make each word look different by changing the font, style, and color.



- a. Circle the word that stands out the most.
- b. Put a star beside the word that looks the best.
4. You are going to make art that tells about what you like. You will use the same image. Each image will look different by changing the color and shape.



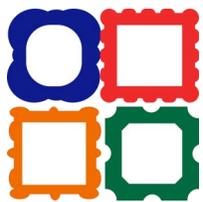
- a. Circle the image that you like the most.
- b. How many times has the same image been repeated?
- c. What does the artist like?
5. Each picture has a different frame. Circle the one you like the most.



Close the Gallery

This is a preview of the teacher guide.  
Pages have been omitted.

SAMPLE



## Session 2

# Construct Cartoons Using Shapes

In this session, students further their exploration of digital art tools. The excitement kicks off with a drawing workshop that teaches them how to draw, bend, resize, and rotate shapes. Additionally, students acquire key graphic design skills like zooming, deleting, undoing, and redoing. These skills are then used in constructing animal figures from shapes. Following this, students create new artwork that integrates both lines and shapes. An optional activity is also available, explaining how to edit points to gain greater control over an object.

Assignment 5: Explore Shapes

Assignment 6: Construct Animals Using Shapes

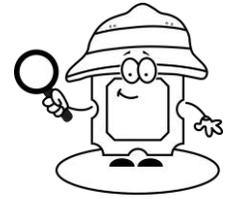
Assignment 7: Tell a Story ~ A Picture is Worth a 1000 Words

Session 2 Extension Activity: Edit Points

# Assignment 5: Explore Shapes

Artists make things using shapes.

Become an explorer! Discover how to draw and format shapes.



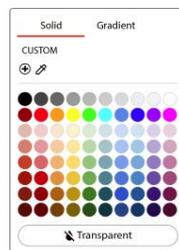
Make a New Drawing and Rename It "Shapes"

- ▷ Sign Into Google Drive.
- ▷ Click *New*. Click *More*. Select *Google Drawings*.
- ▷ In the top corner, click *Untitled drawing*. Type *shapes*. Press ENTER.



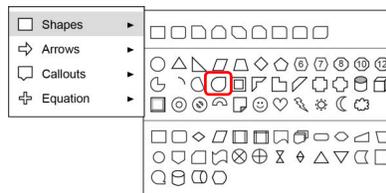
Change the Background Color

- ▷ Right click on the canvas. Click *Background*. Click *Solid* or *Gradient*. Pick an option.

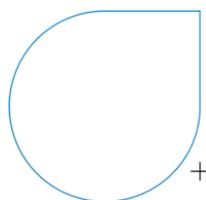


Draw a Shape

- ▷ Click *Shape*.  Select *Shapes* and pick the *Teardrop*.

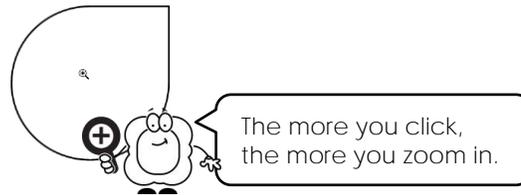


- ▷ Drag to draw a shape.



### Zoom In and Zoom Out

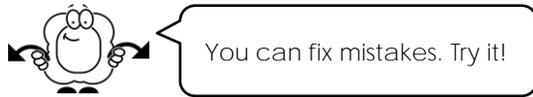
- ▶ Click *Zoom*.   
Click the shape to zoom in.



- ▶ To zoom out, right click.

- ▶ To see the whole canvas, click the *Zoom arrow*  384% and pick *Fit*. 

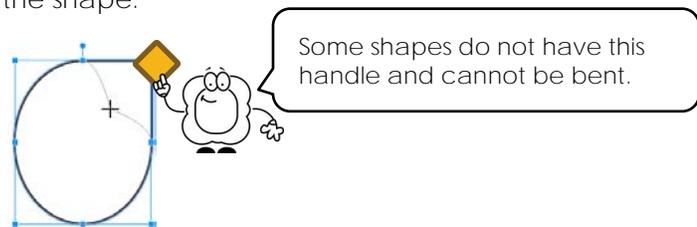
### Delete, Undo, and Redo an Action



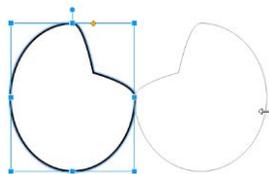
- ▶ Click the *Select* tool.   
Click the shape to select it.
- ▶ Press DELETE to remove it.
- ▶ Click *Undo*.  The last action is undone.
- ▶ Click *Redo*.  The last action is redone.

### Bend, Flip, Scale, Move, and Rotate the Shape

- ▶ Click *Undo*  to restore the shape. Select  the shape.
- ▶ Drag the yellow diamond to bend the shape.



- ▶ Drag a selection handle across the shape to flip it.



- ▶ Use your skills to resize  move , and rotate  the shape.

### Fill a Shape with a Custom Color

- ▶ Select  the shape.
- ▶ Click *Fill color*.   
Click *Custom*.



- ▶ Pick a color from the spectrum and click OK.

Drag to make the color lighter or darker.

Drag to select a color.

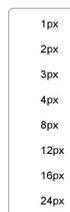
Drag to make the color see-through.

### Format a Shape Outline

- ▶ Select the shape. 
- ▶ Click *Border color*.   
Pick a color from the palette.

You can pick a custom color for a line.

- ▶ Click *Border weight*.   
Pick an option from the menu.

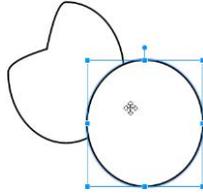


- ▶ Click *Border dash*.   
Pick an option from the menu.

### Draw More Shapes and Adjust the Object Order

▷ Use your skills to draw more shapes. 

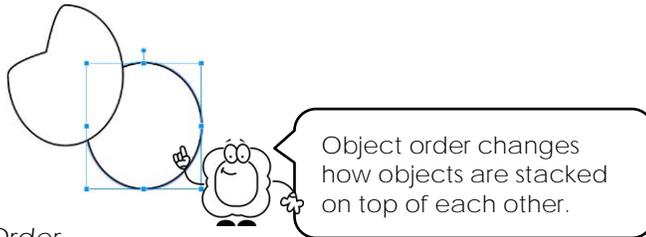
▷ Drag a shape  over top of another shape.



▷ Select the top shape.

▷ Change the *Fill color*. 

▷ From the Arrange menu, select *Order*.  
Pick *Send to back*.



▷ From the Arrange menu, select *Order*.  
Pick *Bring to front*.

### Take the Shape Challenge



- Make a red heart. 
- Make an arrow with a thick purple line. 
- Make a blue star with a dash line. 



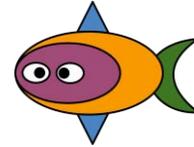
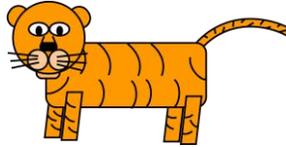
- Can you discover how to make a shape with NO outline?
- Can you discover how to add text to a shape?
- Can you find the *Change shape* option?  
(Hint: right click the mouse.)

### Sign Out of Google Drive

# Assignment 6: Construct Animals Using Shapes

Shapes can be put together to form objects.

Can you find a circle ○, rectangle □, or triangle △?



You are going to use shapes to make animals. Have fun!

Make a New Drawing and Rename It "Animals"

- ▷ Sign Into Google Drive.
- ▷ Click *New*. Click *More*. Select *Google Drawings*.
- ▷ In the top corner, click *Untitled drawing*. Type *animals*. Press ENTER.



Make a Sleeping Cat from Shapes

1. 2. 3. 4. 5.

Change object order to move the ears behind the head.

Zoom in to add detail.

Take the Drawing Challenge



Pick an animal and draw it using shapes and lines.

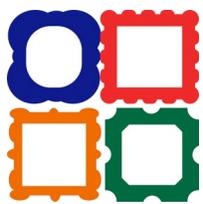
1. 2. 3. 4. 5.

1. 2. 3. 4. 5.

Sign Out of Google Drive

This is a preview of the teacher guide.  
Pages have been omitted.

SAMPLE



# Appendices

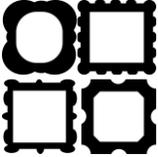
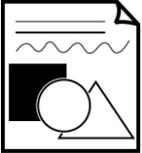
Refer to the appendices for additional resources:

Appendix A: Assessment Tools

Appendix B: Contact Information

# Appendix A: Assessment Tools

## Art Gallery Rubric

	1 Keep Trying!	2 Doing Great!	3 Excellent Work!
 <p><b>Completeness</b>                      Gallery has 4 pieces of artwork.                      Transitions are between all slides and add interest.                      Frames are around artwork and set off the picture.</p>			
 <p><b>Risk Taking</b>                      Explore to discover how to use digital art tools to create.</p>			
 <p><b>Digital Art Tools</b>                      Use digital tools to draw lines and shapes, add text, insert images, and format objects.</p>			
 <p><b>Art Concepts</b>                      Use a variety of lines, shapes, and colors to create artwork.                      Create images that express emotion, tell a story, send a message, or share an idea.</p>			
 <p><b>Creativity</b>                      Ideas are original.</p>			



This is a preview of the teacher guide.  
Pages have been omitted.

SAMPLE

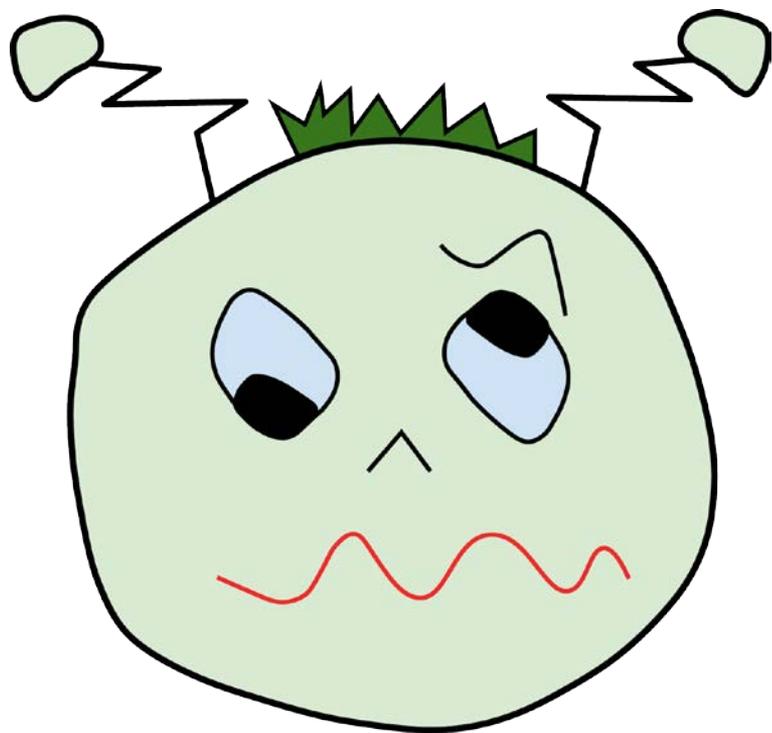


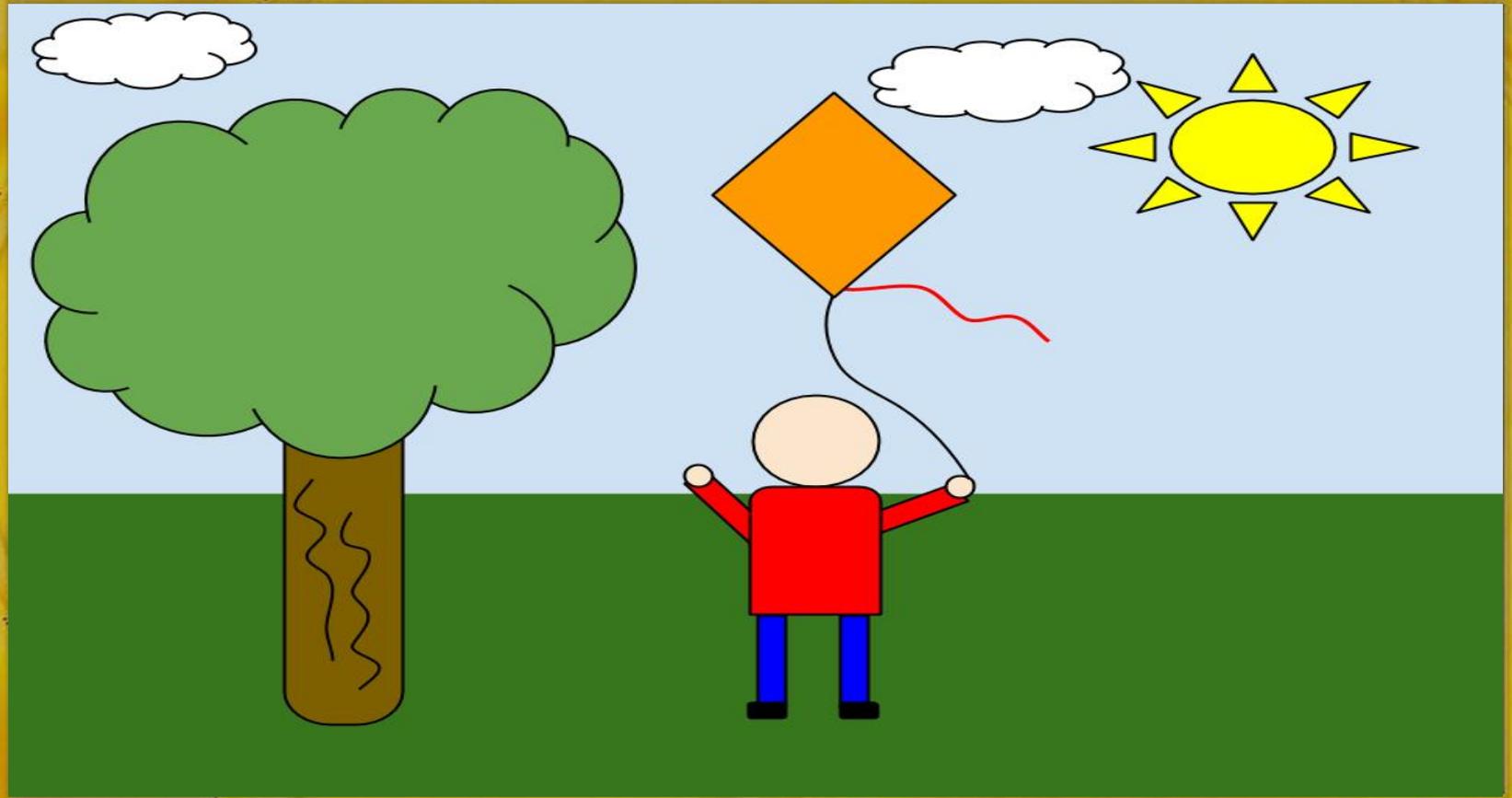
# RESOURCE

This course includes a sample of a completed project. Teachers can use this resource for demonstration purposes or as a source of inspiration.

# My Gallery

by Student Name





Name

Name

N  
A  
M  
E

N  
A  
M  
E

Name

Name

Name

Name

Name

