

Gifts from Hand & Heart

Principles of Design, Movement, & Music

The **Principles of Design** can be used in visual art, creative movement, drama role-plays, music, and dance.



CREATE movements that fit with each principle of design. Start by using your body to show what balance means. Artists intentionally use balance or imbalance to communicate ideas.



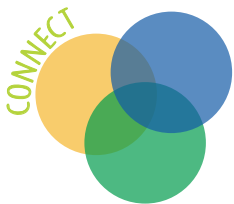
SKETCH WHAT "BALANCED" AND "UNBALANCED" LOOK LIKE.



PRESENT a movement or facial expression that shows emphasis. How would you dramatically direct your body or demonstrate on your face what you want to emphasize?



RESPOND to others by moving in ways that demonstrate you understand what they are saying and emphasizing. Respond to others using sounds, rhythm, repetition, and patterns.



CONNECT the unity, harmony, or disparate relationships between motions. What stands out as larger than the others? How does size demonstrate the relationships between several things? How can proportion show what is most important? Notice the variety and contrast in the many ways you and others are moving to convey meaning.

How can creative movements, songs, or a dance be a gift for others and say something that is important to you?

