“Abstract Tech”

Objective: Using a digital program, students will use color and line to communicate a feeling or an emotion.

Materials
- Laptop or desktop computers compatible with Adobe Flash

Motivation
- Introduce the ideas and artists associated with abstract expressionism. Find reference material [here](#) and [here](#).
- Introduce the concept of manipulating art with technology. View the Pollock and [NGA](#) websites.
- Have students discuss whether or not each of these kinds of art is “real art.” You may even want to set up a debate!

Step 1: Introductory Activities
Show works by Pollock, Kandinsky, and Motherwell. Facilitate a discussion about Abstract Expressionism. Is it art? Why or why not? Have students debate.

Next, play the emotion game: Students view one of the paintings then must assign an emotion to the painting and be able to defend their interpretations using evidence (colors, lines, etc.).

Step 2: Brushster Compositions
After demonstrating the features of [Brushster](#), allow students some time to practice. Each student will then create a final composition using color, line and shape to communicate an emotion.

Step 3: Critique and Reflection
Using a similar set-up as step one, students will play the emotion game, but this time with their own pieces. Based on feedback, students may choose to use the photo editing software of their choice to make changes and then resubmit.

Tip: Allowing students time to become familiar with Brushster before beginning allows them to better use it to communicate. You may want to use one class period to demonstrate and let students explore before beginning final pieces.

Tip: Because Brushster requires Adobe Flash, iPads will not work for this project.

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