

Name \_\_\_\_\_

Period \_\_\_\_\_

## Elements and Principles of Design Scavenger Hunt

**Principles of Design** are the \_\_\_\_\_ of good design!

Directions: Find the example that matches the Principle of Design.

Unity\_\_\_\_\_

Scale\_\_\_\_\_

Balance\_\_\_\_\_

Rhythm\_\_\_\_\_

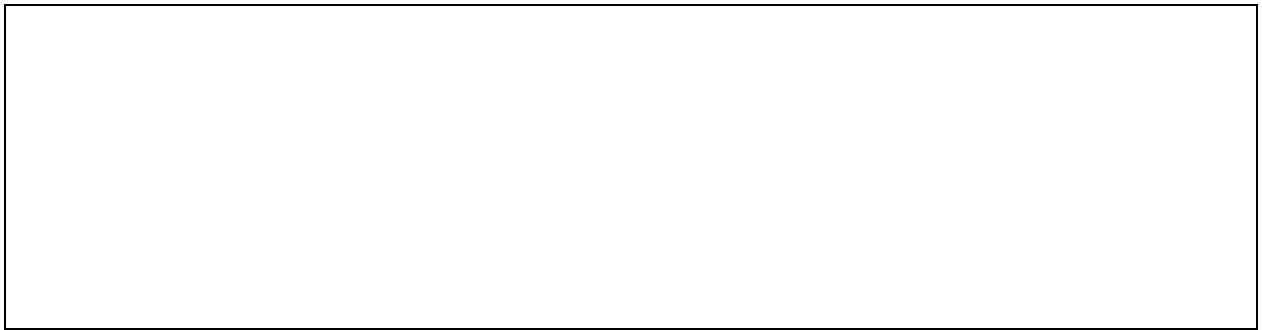
Emphasis\_\_\_\_\_

Proportion\_\_\_\_\_

**Elements of Design** are the \_\_\_\_\_ of good design!

Directions: Create samples of the elements of design to help you remember them.

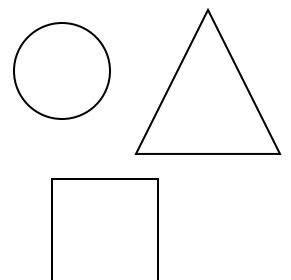
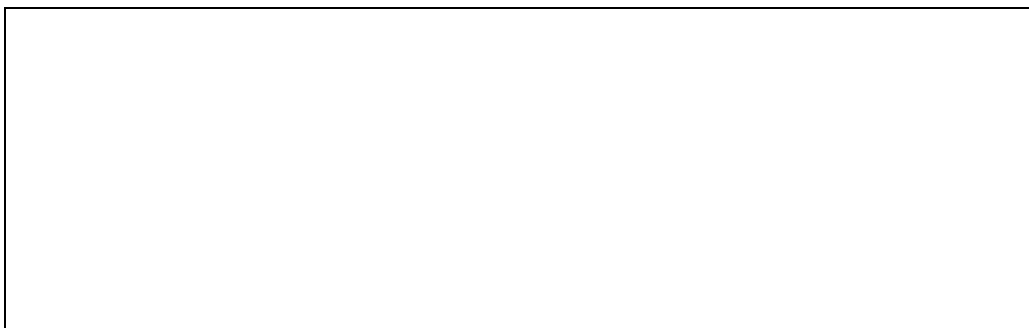
**Space:** Create a negative and positive space shamrock example with the papers given.



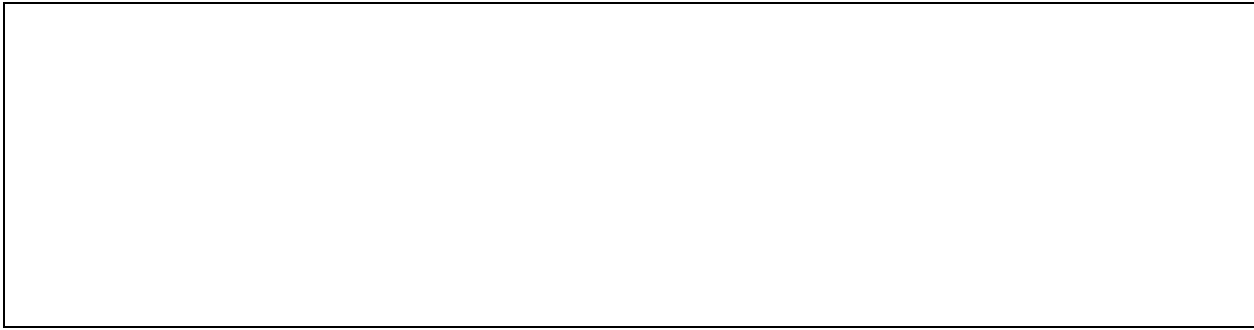
**Line:** Using the toothpicks, create a design using simple lines.



**Shape:** Using the following simple forms, create a shape of 3 common interior furnishings.

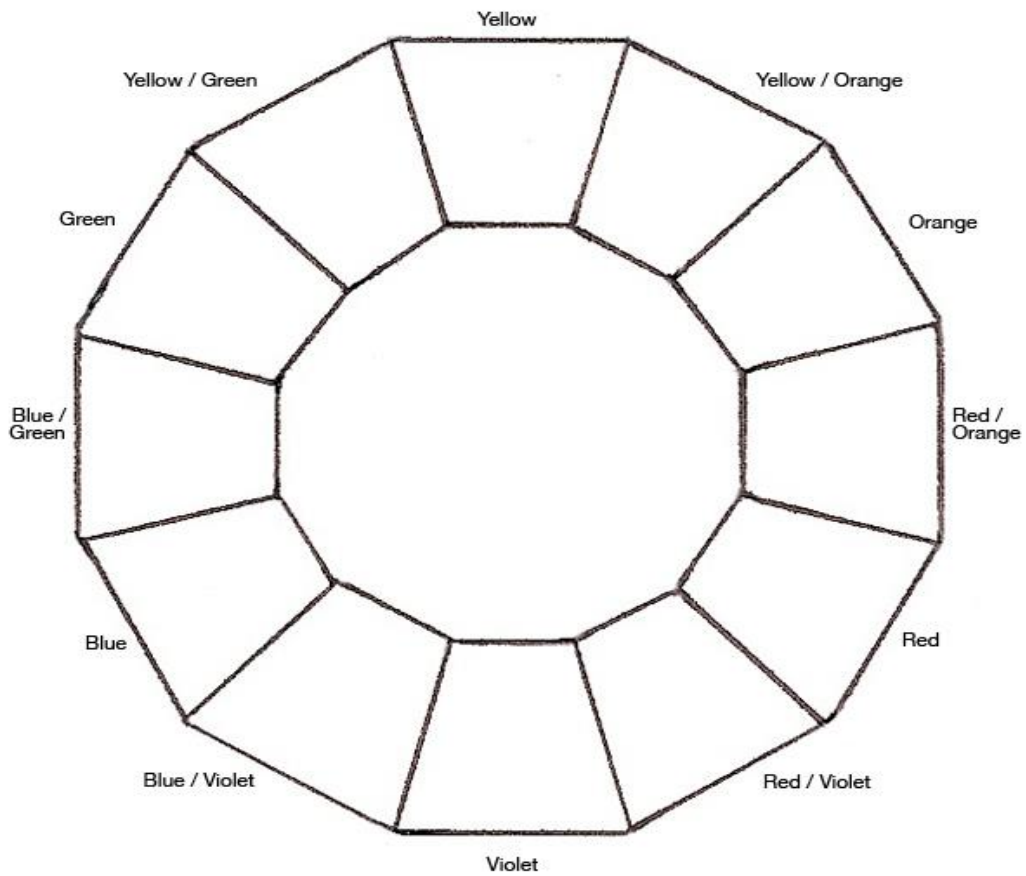


**Texture:** Take a crayon and obtain 3 different texture rubbings.



**Color:** Using your crayons, fill out this simple color wheel.

Blank Color Wheel



Use this Blank Color Wheel to experiment with  
Color Schemes and Paint Mixtures