

DINING DESIGNS

GRADE: 3-8

TIME: 30 minutes

Participants explore Frank Lloyd Wright's dining room table and chairs from his Oak Park Home & Studio, focusing on the design choices he made and the furniture's relationship to the interior space. They then design and build their own unique paper models.

INTEGRATED SUBJECTS: Visual Art & Social Studies

MATERIALS & RESOURCES

Paper
Glue
Tape
Scissors
X-Acto knives

OBJECTIVES

1. Introduce basic design elements and principles.
2. Develop creative and critical thinking skills by solving design problems.
3. Challenge participants to manipulate a 2-D material into a 3-D object.
4. Explore how Frank Lloyd Wright's furniture was designed in harmony with his architecture.

ESSENTIAL QUESTIONS

1. How can an object (furniture) change the built environment?
2. What is the relationship between utility and aesthetics?
3. Can furniture be architecture?

LESSON PROCEDURE

- Introduce Frank Lloyd Wright and his first Home and Studio in Oak Park focusing on the design of the Dining Room. Share images of both the interior space and dining room table and chairs. Images are available at: <https://www.teachingbydesign.org/multimedia/>
- Discuss participants observations and thoughts about how the furniture interacts with the room. **Ask:** What do you notice first? Where are the table and chairs positioned? Is this important? Are there other things in the room positioned in specific relation to the table and chairs? How would you feel sitting there? Was this purposeful?
- Inspired by Wright's designs, have participants design and create their own dining table and chairs from paper. Designs should be based on an interior space at their home that is central to their family (kitchen, dining room, etc.). **Have participants consider:** What major design elements should be included in your furniture? How does your family use the interior space and why is it important? Are there any special traditions to consider? How will your design impact the way members in your home interact?
- Provide time for participants to share or exhibit their work. Help them reflect on the design process and the relationship between the way something looks and what it is used for.