

FASHION IT WRIGHT

GRADE: 1-12

TIME: Two 60-minute sessions

How can one design inspire another? In this lesson, students explore the work of Frank Lloyd Wright and discover how elements of design can be applied to clothing. Then, students work to design a unique garment inspired by Wright's architecture.

INTEGRATED SUBJECTS: Visual Arts, Social-Emotional Learning

OBJECTIVES

MATERIALS | RESOURCES

Paper
Pencils
Colored pencils
Articles of clothing (as available, with a variety of patterns and colors)
Examples of Frank Lloyd Wright's architecture
Examples of Frank Lloyd Wright's furniture
Library or Internet access for independent student research (optional)
Fashion magazines or catalogues (optional)

1. Understand the relationship between art and design.
2. Explore how design elements are creatively used in the work of Frank Lloyd Wright.
3. Interpret a Frank Lloyd Wright building design as an article of clothing.
4. Create an original work of art.

ESSENTIAL QUESTIONS

1. What qualities make a good design?
2. How can a design concept or motif be applied to a variety of objects?

LESSON PROCEDURE

EXPLORE

Session One

- **With students, explore the concept of design. Have students consider:** How is design different from art? What elements make up a design? How does one experience design?
- **Introduce Frank Lloyd Wright and the job of an architect, or a person responsible for the design of a building.**
- **Explore examples of Frank Lloyd Wright's building designs, highlighting how design elements are used creatively. Emphasize how Wright approached the design of a building as if it was a work of art. Resources can be found at:** <https://www.teachingbydesign.org/interactive-resources/design-elements/>
- **Explore examples of Frank Lloyd Wright's designed objects, such as furniture. With students, highlight how design elements are used creatively. Have students consider:** What similarities exist between Wright's furniture designs and building designs? Share how Wright also designed clothing that harmonized with his building and furniture designs.

ENGAGE

Session One

- **Ask students to study the design of various articles of clothing. This can be done independently or in groups, and can involve physical articles of clothing and/or images found online or in magazines. While exploring, ask students to take note of how clothing incorporates balance, symmetry, contrast, or pattern. Encourage students to sketch any inspiring details.**

Session Two

- **Review the work of Frank Lloyd Wright.**
- **Challenge students to interpret Wright's work as an article of clothing. To begin, ask students to observe one Wright building and sketch any details they see such as colors, patterns, shapes, etc. that could be applied to a clothing design.**

DESIGN

Session Two

- **Encourage students to use their sketches and knowledge of Wright to design a few Wright-inspired clothing ideas. Encourage students to test several ideas and pick one design to further refine.**
- **As they sketch, have students check in with their peers to share ideas and offer feedback.**
- **Encourage students to create designs that are inspired by geometric forms or incorporate architectural elements such as balance, symmetry, or contrast.**

CRITIQUE & INTERPRET

Session Two

- **Have students share their designs, noting how the design was inspired by Wright. Ask students to consider:** How were design elements like balance, symmetry, and contrast used in the design?
- **Display all of the sketches as if they are part of one fashion collection and invite other school personnel to view the body of work. Have students consider:** What themes are carried through in all of the designs? What is this collection missing and how could it be improved?
 - **Optional Extension:** Have students consider: How could my article of clothing be interpreted as a piece of furniture or a household object? Encourage students to continue applying their ideas and interpretations of Wright's work to new designs.