

# WRIGHT IN 3-D

**GRADE:** High School

**TIME:** FIELD TRIP, 60 MINUTES

Frank Lloyd Wright's designs often included a pathway of discovery. These pathways included twists and turns that exposed the many details Wright designed and wanted to be discovered. They directed interaction with the spaces and where you might be drawn to stand or sit. In this way, Wright's buildings often became like large sculptures you could walk around and within. In this lesson, participants experience first-hand Wright's pathway of discovery at the Frederick C. Robie House in Hyde Park. Then they reflect on their own personal exploration of the home and create a 3-D sculpture to represent it.

**INTEGRATED SUBJECTS:** Visual Art, Science, & Social Studies

## OBJECTIVES

### MATERIALS | RESOURCES

Tour of the Frederick C. Robie House  
Sketchbooks  
Pencils  
Crayola Model Magic or other type of clay  
Paper

1. Explore an authentic Wright design first-hand.
2. Understand Wright's unique architectural philosophies and concepts including his pathway of discovery.
3. Reflect on an experience and create a work of art inspired by it.
4. Examine 3-D structures and art.

## ESSENTIAL QUESTIONS

1. What is the pathway of discovery?
2. How can an experience be successfully replicated through art?
3. What strategies and methods are used when creating a 3-D artwork?

# LESSON PROCEDURE

## EXPLORE

- Provide an opportunity for participants to tour and experience the Frederick C. Robie House first hand. For current tour times and reservations please go to: <http://cal.flwright.org/tours/robie> or contact the Education Department at [educate@flwright.org](mailto:educate@flwright.org). If unable to visit, view a virtual tour at: <https://www.teachingbydesign.org/virtual-tours>.

## ENGAGE

- Have participants record their experience of the Robie House in their sketchbooks through written notes, questions, lists of words, and sketches.
- Remind participants to keep in mind Wright's pathway of discovery as they explore the home. What does Wright want us to discover? What did you discover?

## DESIGN

- Help participants reflect on their experience and review their notes.
- Have participants create sculptures that represent what they discovered at the Robie House. This could include a theme, a particular design element that caught their eye, physical movement throughout the space, or a perceived feeling or emotion. (<https://www.teachingbydesign.org/interactive-resources/design-elements/>)

## CRITIQUE & INTERPRET

- Once sculptures are completed, have participants write an artist's statement. This statement should include what they want viewers to know about their work.
- Allow participants to share their work and discuss together interpretations of each other's work.