

Four Corners Activity: Art VS. Design AND Digital Citizen Rights & Responsibilities

Before playing the game, divide the room up into four separate corners: Strongly Agree, Agree, Disagree, & Strongly Disagree. Let students know that they could be picked at any time to defend their stance.

- Art has no rules (*false – One must learn the rules to break them accordingly*)
- Design is whatever looks good to me personally (*false – design must work for everyone*)
- The elements and principles of art and design are more like guidelines than rules (*true*)
- All designers are Artists (*trueish – falling back on the elements in any work of design is a must*)
- All artists are designers (*false*)
- Artists are born with talent
- If I believe I am right, other view-points are a waste of time in my creative process (*hmmm...*)
- The purposes of Art and Design are the same (*false*)
- If a design can be interpreted many ways, it has essentially failed (*true*)
- A work of Art inspires (*true*)
- The purpose of a Designer is to motivate the audience to do or buy something (*true*)
- A good piece of Design can still be successful without being to your taste (*true*)
- I can post whatever I want online (*false*)
- Opinions don't need evidence if I'm right (*false*)
- Researching my opinion helps prove to other's my point of view (*true*)