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Period\_\_\_\_\_\_\_\_\_\_

**Elements and Principles of Design Online Scavenger Hunt!**

**Directions:** For each of the elements and principles of design, you must find a room to fit the criteria asked of you. You may work with a partner! The first group finished wins! To find rooms, go to Google. Type in “Bedroom” or any other kind of room you want to look at. Then click on “Images.” Copy and paste your picture in a Microsoft Word document. Label which element or principle of interior design the picture represents. When your group is done, raise your hand and show your teacher. The first group finished wins! E-mail your pictures to your teacher when you are finished! You may use your notes as a guide. Make sure both your names are at the top of the paper. Good luck!

**Other Websites You May Find Helpful When Looking:**

<http://www.hgtv.com/decorating/index.html>

<http://www.bhg.com/decorating/>

**Elements of Design:** Lines, Color, Shape and Form, Pattern, Texture, Space

**Lines**- Horizontal, Vertical, Diagonal, Curved

**Color**-Solid color or combined with other colors

**Shape and Form**-The solid for or outline of an object

**Pattern** – Examples : Plaid, Stripes, Polka Dot, etc.

**Texture** –The way and object feels and looks. Example: Rough, smooth, shiny, hard, etc.

**Space-** The area between objects in a room. The room should not feel empty or overcrowded.

1. **Line**-Find 1 room with 3 different kinds of lines.
2. **Color**-Find 1 room with a color scheme. Label what the color scheme is.
3. **Shape and Form**-Find 1 room with 3 different shapes/forms in it.
4. **Pattern**-Find 1 pattern that you would use in a room.
5. **Texture**-Find 1 room that contains 3 different kinds of texture in them.
6. **Space**-Find 1 room that uses the space well (room doesn’t look overcrowded or empty).

**Principles of Design:** Balance, Rhythm, Scale, Proportion, Emphasis, Harmony

**Balance**-A sense of equilibrium

**Rhythm-**The feeling of movement in a room. Types: Radiation, Focal Point, and Gradation

**Scale and Proportion**-The size of a design in relation to the height and width of the area in which it’s placed.

**Emphasis**- What is the main focus of your room? (Examples: A chandelier, a painting, etc.\_

**Harmony**- Combination of unity and variety. The room is tied together with a common feeling, but there are different shapes, colors, and objects in a room.

1. **Balance-**Find 1 room that has symmetrical (same on both sides) balance and one room with asymmetrical (not the same on both sides) balance.

[](http://designelementsandprinciples.com/grad/xgrad3.jpg)

1. **Rhythm**-Find 1 room that has Gradation (Color goes from lighter to darker)
2. **Scale and Proportion**-Find 1 room where the scale of at least one of the objects isn’t right (Example: Chair is too large for room, table is too small for chairs next to it, etc). Label which object is wrong and how it needs to be fixed.
3. **Emphasis**-Find 1 room with an emphasis (Example: Fireplace in center of room, Chandelier, etc). Label what the emphasis is.
4. **Harmony**-Find 1 room that is harmonious. What is it about the room makes it harmonious?