UNIT: Elements of Design	LESSON: Texture

COMPETENCIES:
1. Explain the difference between visual and tactile textures.
2. Identify the basic textures: soft/hard, smooth/rough, and shiny/dull.
3. Identify the way basic textures affect us.
4. Experiment with various textures to see how they react to light.
5. Explain the importance of texture in interior design.

OVERVIEW/SUMMARY:
Textures add visual interest to a room design. The appearance of a room can be greatly changed with the addition of texture.

MOTIVATOR:
Have students look around the room to find different textures. Have each student do one rubbing of a texture they find interesting. Then play "Name That Rubbing" as a class.

OPTIONS/SUPPLIES:

OPTION 1
LECTURE: Introduce the concept of texture to the students using the teacher information "TEXTURE".

OPTION 2
ASSIGNMENT: Have students find and mount five formal and five informal fabrics.

OPTION 3
PROJECT: Each student will create a texture board for the room, "MY FAVORITE ROOM" by using classroom samples and the worksheet "DON'T BE TEXTURE BORED". Samples will be needed for walls, windows, ceiling, sofa, chairs, accent, and wood.

OPTION 4
ACTIVITY: Show students how to do a rubbing. (A rubbing is made by simply placing a sheet of paper over a texture rubbing the texture with a pencil or crayon until the texture appears.) Have students do rubbings of ten textures around their homes or at school.

OPTION 5
ASSIGNMENT/DISCUSSION: Have each student bring a picture of a unique textures. Discuss as a class why the textures are visually pleasing or not pleasing.

OPTION 6
ASSIGNMENT: Using the handout "SOFA TEXTURES" students should draw a different pattern (such as plaid, floral, stripes, or tweed) on each sofa.

OPTION 7
DISCUSSION: Gather several swatches of fabric the same color, but different textures and patterns. Discuss that fact that even though the color remains constant, the texture and pattern cause various reactions. Texture is unified by color.