



LEARN ART TODAY

TOOLKIT

C O M P A N I O N

TEACHER & SCHOOL TOOLKIT:
CUSTOMIZABLE RESOURCES
FOR MODERN ART EDUCATION

LEARN ART TODAY 2025



PEDAGOGICAL NOTES

Notes for Teachers and Educational Institutions

For Teachers

- Ready-to-use templates – planners, grids, color wheels, critique sheets, and adaptable rubrics.
- Flexible structure – use the pages independently or alongside your own lessons.
- Regular additions – new technical sheets, reflection prompts, references, and visual resources added over time.
- More time for teaching and creating instead of rebuilding documents from scratch.

For Schools

- A flexible framework compatible with international programs including IB, IGCSE, GCSE, and A-Level.
- Helps organize progression, documentation, and assessment across different teaching styles.
- Designed for adaptation – not rigid standardization.
- Useful for departments building a shared structure while keeping teacher freedom.



USAGE NOTES

For Schools, Associations, and Educators

This is a standalone toolkit from LearnArt.Today's Visual Arts Program – a flexible curriculum blending classical techniques with contemporary culture.

Designed for middle and high school students (ages 12–18+), adaptable to international curricula (IB, IGCSE, GCSE, A-Level, Cambridge, or custom programs).

Zero-prep, printable or digital, ideal for classroom integration or focused skill-building modules.

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COMPANION TOOLKIT

Customizable Resources for Modern Art Education

HOW TO USE THIS TOOLKIT

This toolkit contains blank and semi-blank templates for middle and high school art lessons (ages 12–18+).

1. **SELECT** your task. Print only the pages required for your lesson.

2. **BUILD** your own exercise or resource:

- Add your own references, extension prompts, or local examples.
- Some pages include brief instructional notes, prompts, or resources, while others are completely open.
- Use the blank grids or space for student work.

3. **MAPPING** and assessment alignment (IB, GCSE, A-Level, Cambridge, etc.) > refer to the Universal Artistic Development Framework resource for teachers and schools.

Use individually for quick exercises or combine for full lessons. Print or digital. Templates and resource pages will evolve based on classroom feedback over time..

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Companion Toolkit & Visual Practice

This toolkit extends the LearnArt.Today Companion and its associated Mini Practice Sheets through a more flexible and workshop-oriented structure. While many exercises, studies, and visual prompts are already introduced throughout the Companion volumes, this toolkit is designed to help teachers, schools, studios, and independent learners build their own exercises, classroom variations, reflections, and visual extensions.

To maintain a modular and accessible framework, the workshops intentionally remain direct, visual, and adaptable.

The structure focuses on experimentation, observation, composition, image analysis, and creative reinterpretation rather than exhaustive theoretical study. Short references, optional artist suggestions, and compact contemporary resources may appear throughout selected workshop sections.

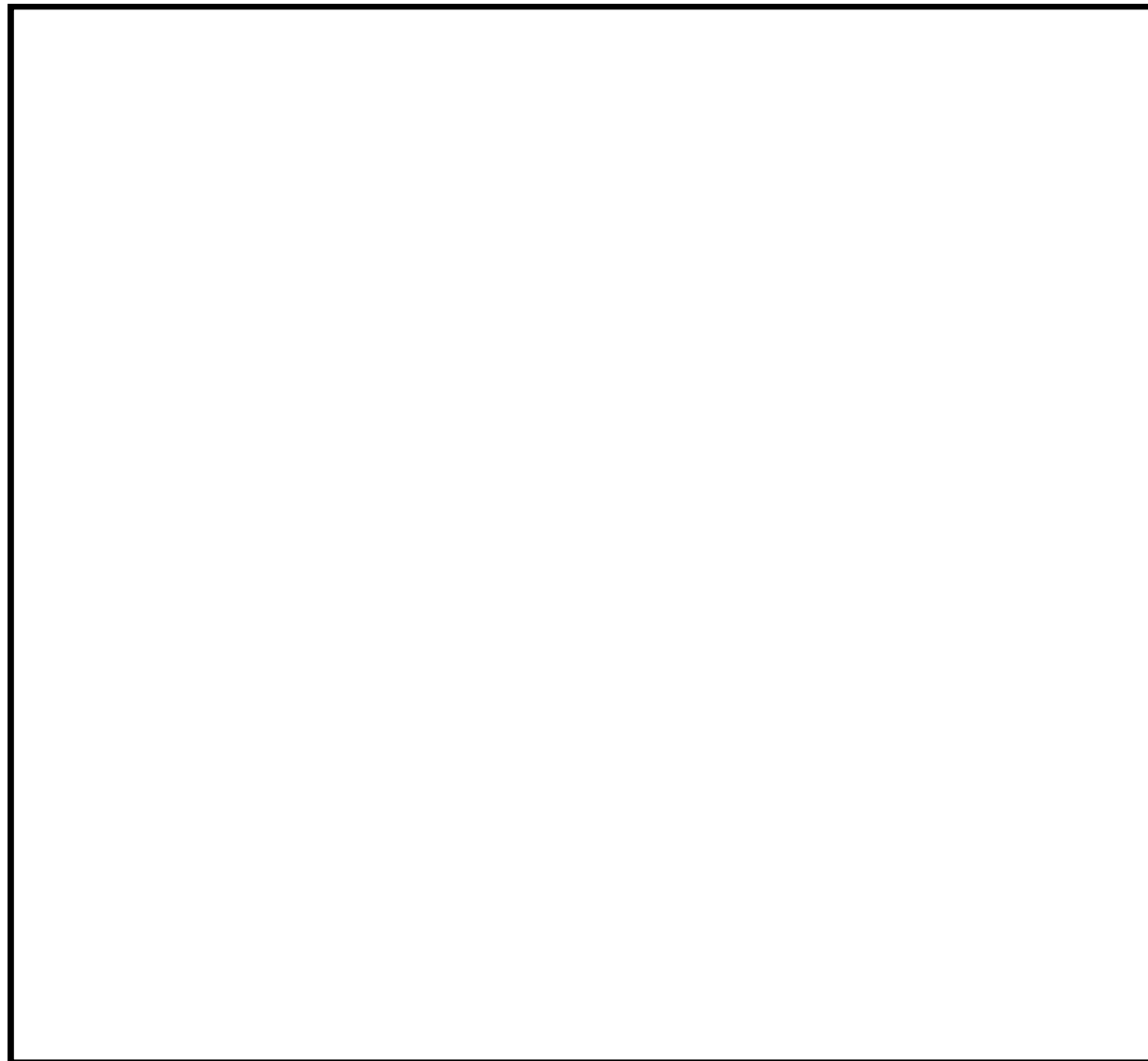
This toolkit functions most effectively when used alongside the LearnArt.Today Companion and the associated Mini Practice Sheets.

WORKSHOP BRIEF

This brief introduces the overall workshop toolkit or the associated workshop section.

Designed as a short visual briefing before beginning the exercises, references, templates, and customizable activities included throughout the toolkit.





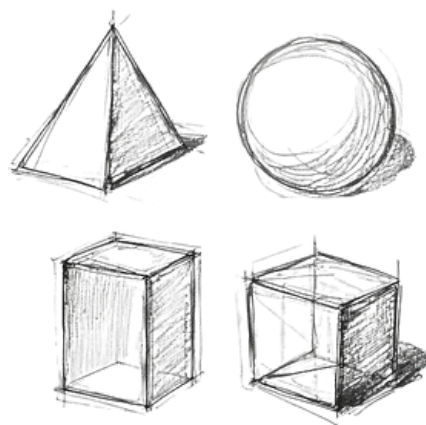
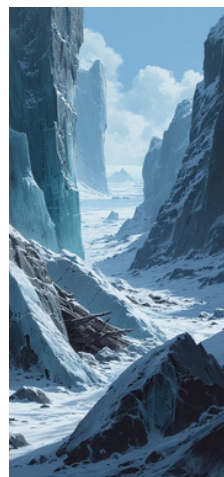
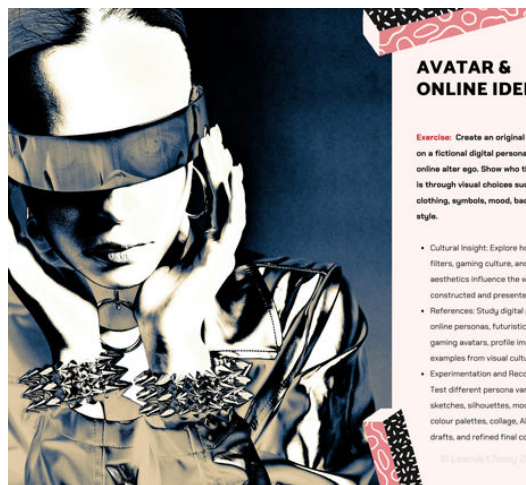
Use the blank spaces provided, whether framed or unframed, to complete the exercise.

GUIDE

Create your own title or example

Create your own exercises, reflections, or study resources for students to read and engage with.





Use your own visual reference or the provided example, where appropriate.



Use the blank spaces provided, whether framed or unframed, to complete the exercise.

GUIDE

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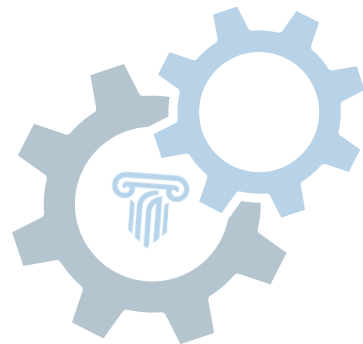




Some customizable pages are intentionally varied in structure to support flexibility, experimentation, and iteration.

The proposed visual directions and optional adjustments may be freely used, combined, adapted, expanded, or ignored depending on your preferences.

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GUIDE

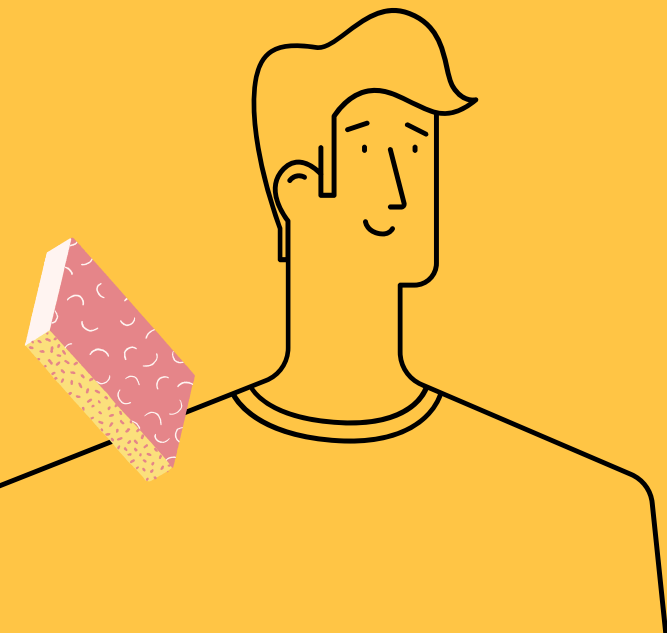
Your feedback remains incredibly valuable.

Thank you, and enjoy your creative journey!



LET'S GET STARTED!

EDUCATIONAL &
CREATIVE INSTITUTIONS - 2025





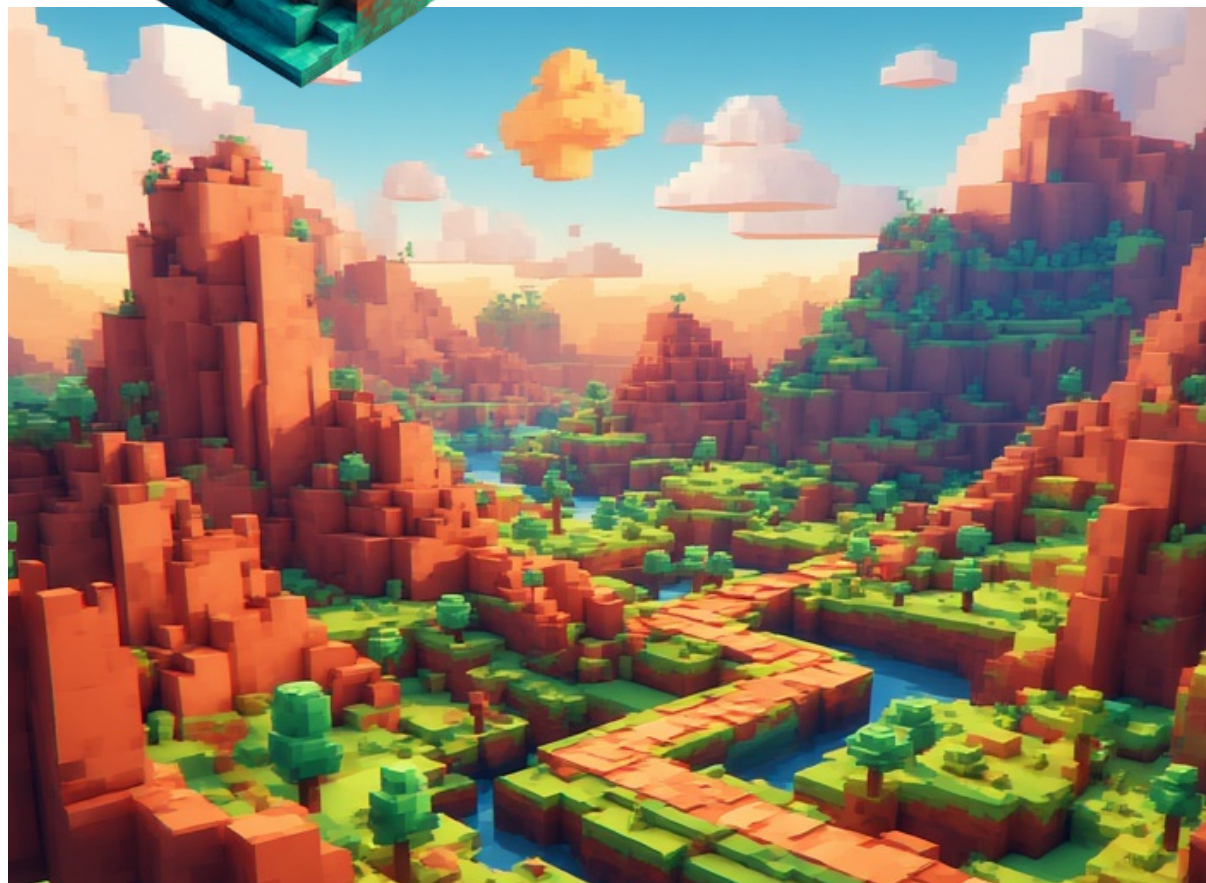
EXERCISE /1

PERSPECTIVE WITH VIDEO GAMES



Experimentation & Recording





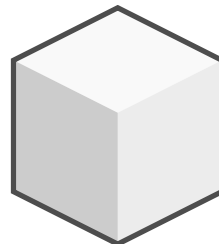
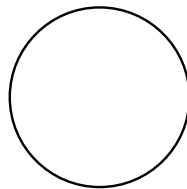
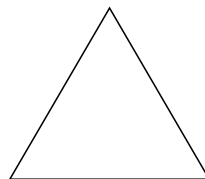
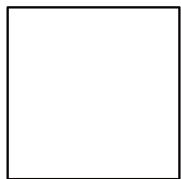
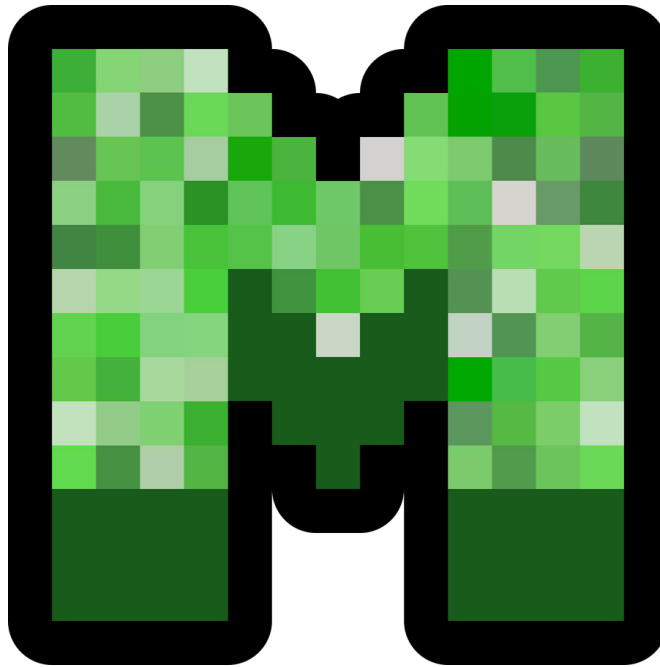
PERSPECTIVE WITH VIDEO GAMES

Exercise: Create a Video Game Landscape with or without linear perspective.

Determine which perspective is used (one-point perspective, two-point perspective, axonometric perspective, cavalier perspective, isometric perspective, etc.). Refer to the lesson on perspective in the study program.

- Cultural Insight: Explain how perspective is used in video game design.
- References: Use free tools as Minecraft Education Edition for tutorials on creating 3D structures.
- Experimentation, Document Ideas: Experiment with perspective and viewing angles.





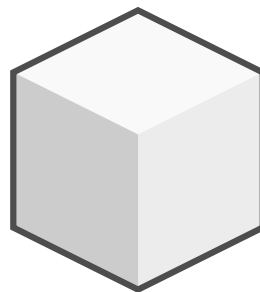
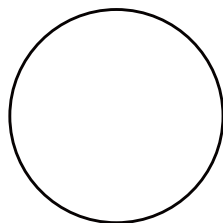
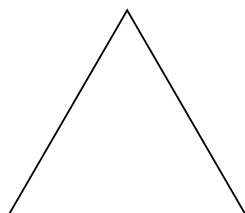
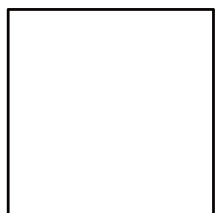
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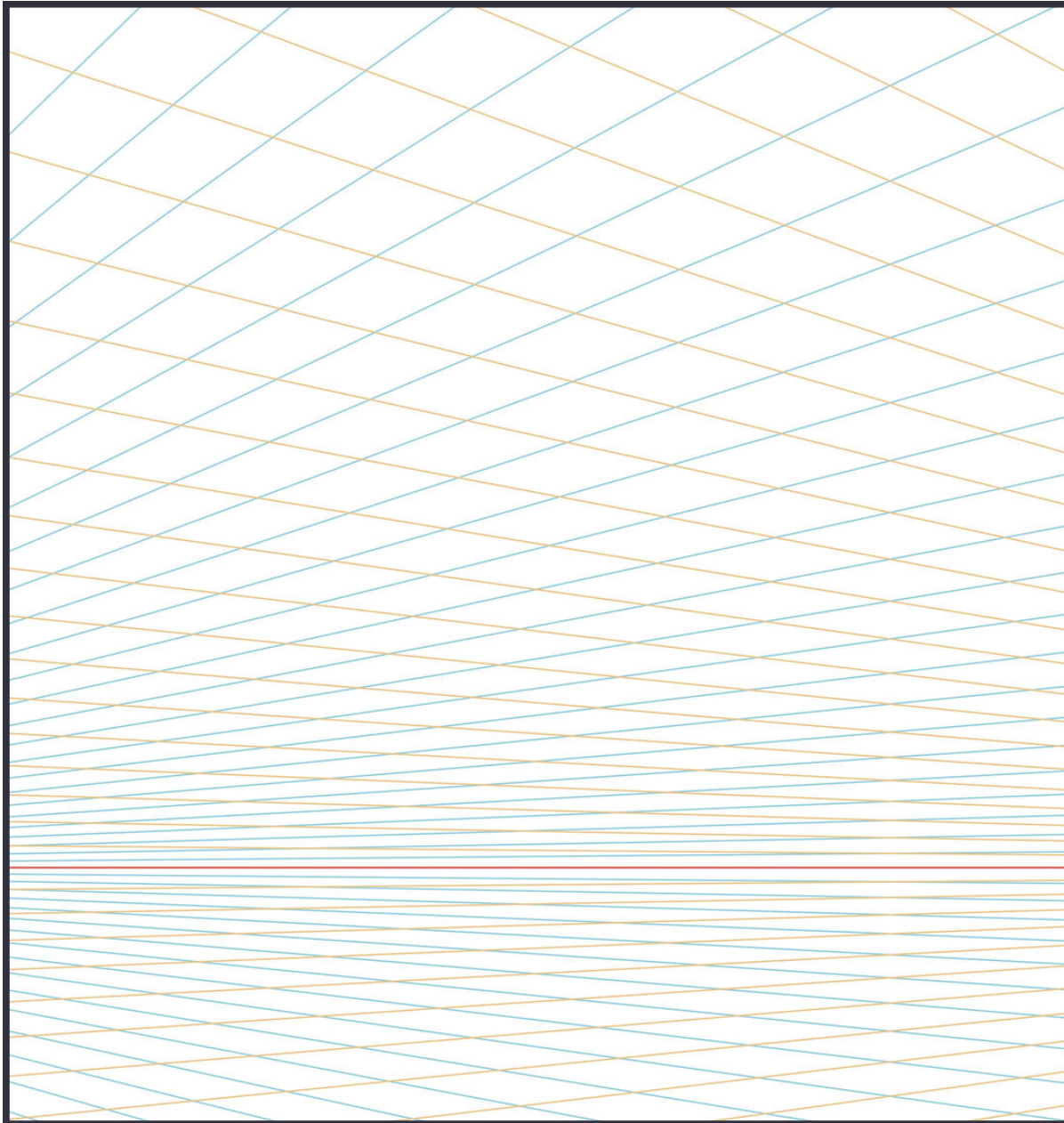
PERSPECTIVE WITH VIDEO GAMES







PERSPECTIVE WITH VIDEO GAMES



Handwriting practice lines consisting of multiple horizontal dashed lines on a light pink background.



PERSPECTIVE WITH VIDEO GAMES



PERSPECTIVE WITH VIDEO GAMES





MIDDLE- TO HIGH-SCHOOL VARIATIONS

- Create simple collages using magazine cutouts
 - Build compositions using a single color family
 - Invent cities using recycled paper materials
 - Create faces using found objects and random materials
 - Design surreal landscapes from magazine fragments
 - Cut and rearrange letters into visual compositions
 - Explore texture collage using classroom materials
 - Transform packaging into sculptural forms
 - Create abstract compositions using geometric shapes
 - Develop collaborative collage works in groups
-
- Translate a personal object into a symbolic composition
 - Redesign a city scene using collage and perspective distortion
 - Create a narrative image combining multiple visual sources
 - Develop a thematic poster using typography and image layering
 - Reconstruct a memory or place using fragmented visual elements
 - Create hybrid human-object compositions exploring identity
 - Build conceptual environments from mixed media materials
 - Design a visual story across 3 connected panels
 - Transform a collage into a controlled compositional system
 - Produce a mixed-media composition combining structure and chaos

TOOLKIT IDEAS

WORKSHOP IDEAS & EXPLORATION

This section provides flexible directions for classroom use, visual experimentation, and workshop adaptation.

Exercises are designed as open frameworks rather than fixed assignments. They can be simplified, expanded, combined, or reinterpreted depending on student level, teaching context, and available time.

Teachers are encouraged to integrate visual references, contemporary culture, and personal material into the development of each exercise.



VIDEO GAME WORLDS & SPATIAL DESIGN

Mojang Studios — Minecraft [procedural space, modular perspective systems]

Epic Games — Fortnite [dynamic camera, environmental staging, game-world composition]

Rockstar Games — GTA V [urban scale, cinematic depth, open-world perspective]

Nintendo — The Legend of Zelda: Breath of the Wild [landscape composition & spatial freedom]

Valve — Half-Life series [controlled linear perspective & narrative space]

CD Projekt Red — Cyberpunk 2077 [verticality, neon density, layered environments]

DIGITAL SPACE & 3D SYSTEMS

Unreal Engine — real-time environment rendering & cinematic perspective

Unity — modular world-building & spatial prototyping

Google Earth / Google Earth Studio — real-world scale & camera movement simulation

Blender — 3D spatial construction & perspective modeling tools

Roblox — user-generated spatial systems & simplified world design scale & spatial continuity in narrative

CONTEMPORARY VISUAL CULTURE

Refik Anadol — AI-generated spatial environments & data-driven imagery

Rafael Rozendaal — web-based visual space & screen composition

James Turrell — perception of space, light, and immersion

Olafur Eliasson — environmental perception & immersive spatial installations

Beeple — digital culture & internet-based visual worlds

CINEMATIC & VISUAL FRAMING

Studio Ghibli — atmospheric perspective & environmental storytelling

Denis Villeneuve — large-scale spatial composition [Blade Runner 2049]

Wes Anderson — controlled symmetry & structured framing

Christopher Nolan — architectural scale & spatial continuity in narrative

REFERENCES

WORKSHOP IDEAS & VISUAL EXPLORATION

A universal set of contemporary visual references supporting workshop-based learning across drawing, composition, perspective, color, material experimentation, and visual culture.

These references connect contemporary image culture, digital environments, and screen-based visual practices.

The focus is on usable visual knowledge rather than historical completeness, supporting flexible interpretation in classroom and studio contexts.



The background is a solid yellow color. In the corners, there are abstract geometric shapes. The top-left and bottom-left corners feature pink shapes with black outlines and internal patterns. The top-right corner has a pink shape with a black outline and a yellow dotted pattern. The bottom-right corner has a pink shape with a black outline and a yellow dotted pattern. The text "THANK YOU" is centered in the middle of the page, underlined.

THANK YOU



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THIS TOOLKIT IS AN ADD-ON TO ITS **ART WORKSHOP**

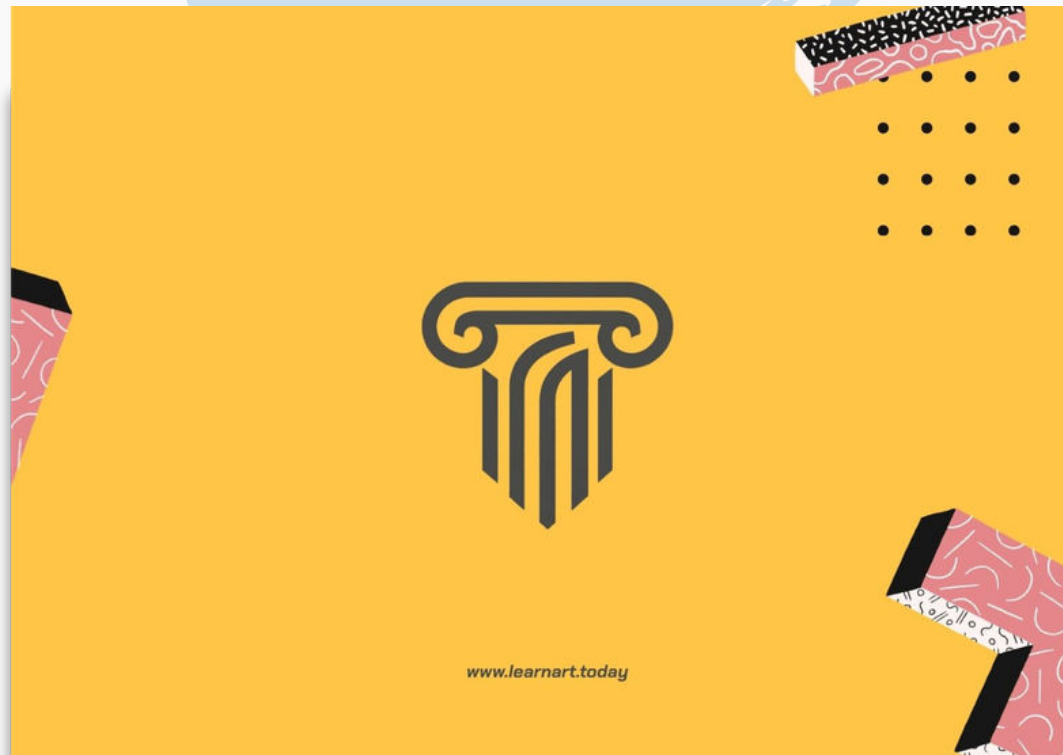
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STANDALONE **TOOLKIT**



THANK YOU



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A quick review on TPT really helps this little shop grow. Thank you!

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