Speaking in visual arts
7 strategies for Stage 4, 5 or 6

Intonation, volume & pace
Provide the students with an excerpt from a graphic novel. Deconstruct the language and art techniques, then record the story on their phones/laptops as a radio play or podcast. Discuss as a class, the importance of effective intonation, volume and pace when speaking.

Structure & sequence
Experiment with structure and sequence through improvisation and theatriesports games such as Verses and Rhymes.

Vocabulary
Present about the frames, describing and defining the relevant technical vocabulary and features.

Language features
Through a class discussion collaboratively analyse and describe the language features and literary techniques in a graphic design piece.

Movement & the audience
In groups, students creatively collaborate a short play based on an studied stimulus artwork. Once performed, discuss how the gestures, movement and facial expressions of the performers enabled audience focus.

Visual meaning & effect
Allocate an artwork to an entire class. In pairs, students are to make a presentation about the use of colour, shape, size and how this has contributed to its meaning, purpose and effect.

Interaction
Split the class into teams. Get students to interact, advocate and analyse a relevant art issue through a class debate.