

VHILS

Art and Science



GRADE LEVEL: 6-12



OBJECTIVE

This lesson focuses on the commonalities of the scientific method, design thinking, and creative process; reinforces research and critical thinking skills.

VOCABULARY

- Scientific Process
- Design Thinking
- Creative Process
- linear versus cyclical

MATERIALS

- computer, tablet
- internet

BEFORE HAND

- Gather materials. Introduce students to Vhils' work through the CAC's [teacher resources](#).

PROCEDURES

- Present the Scientific Method, Design Thinking, and the Creative Process.
- Have the students brainstorm similarities and differences between the three processes.
- Engage the students in a discussion about what they observed.
- Underscore the similarities and question how professionals in the difference fields of science, engineering and fine arts could learn from the other methods.
- Have the students choose an artist to research. Students will learn more about the artist's process (how they go about doing their work). Contemporary artists will probably be easier to research. Students will then hypothesize how their chosen artist's method fits into the "Creative Process."

RESOURCES

- <https://reso.works/blog/scientific-method-in-creative-process>
- <https://escholarship.org/uc/item/0z72t75q>
- <https://youtu.be/GNeBz2Oo1n0>