



Art 5

Course Summary:

In this course, the student will be introduced to works of art through time. Throughout history the growth and development of civilizations around the world have been recorded and defined through the works of artists. The student will become familiar with the art elements, the principles of design, and how these elements and principles were applied to create visual art in different time periods and cultures.

Course Outline

1. The Ancient World

1. The Lines of Ancient Animals
 - Demonstrate an understanding of the art element of line
 - Identify and apply the art element of line as a means of expression
 - Create an image from imagination and memory that communicates a story
2. Arts, Rocks, and Shapes
 - Demonstrate an understanding of shape as an element of art
 - Distinguish between organic and geometric shapes
 - Distinguish between pictographs and petroglyphs
 - Apply the element of shape in a stencil painting
 - Compare and contrast natural and constructed environments
3. Textures in Ancient Mexico
 - Distinguish between tactile and visual texture
 - Apply the element of texture to a personal artwork
 - Demonstrate an understanding of Mayan subject matter
4. Ancient Greece: Vases and Stories
 - Demonstrate an understanding of the functions of ancient Greek vases
 - Distinguish between two types of forms
 - Create a design inspired by ancient Greek reliefs
 - Communicate a personal story through a sculpture
5. All Roads Lead to Rome
 - Demonstrate an understanding of background, middleground, and foreground
 - Distinguish between styles of Roman wall painting
 - Apply perspective techniques to a personal artwork
6. Bits and Pieces: Islamic Mosaics
 - Demonstrate an understanding of mosaic construction
 - Differentiate between primary and secondary colors
7. Unit 1 Review and Test
 - Review the terms and concepts presented in Unit 1

2. The Middle Ages to the Renaissance

1. Colored Light: Radial Balance in a Rose Window
 - Distinguish among the three types of balance

- Demonstrate an understanding of the functions of stained glass windows in the Middle Ages
 - Apply radial balance to create an original design
 - Use formal and informal balance
2. Your Large Initial: Illuminated Manuscripts
 - Demonstrate an understanding of the purposes of illuminated manuscripts
 - Demonstrate an understanding of emphasis
 3. Art in Medieval Japan: Painted Patterns
 - Apply a pattern to an original artwork
 - Demonstrate an understanding of pattern in Medieval Japanese paintings
 4. Paint Like Michelangelo
 - Describe and apply the art principle of harmony
 - Identify the artwork of Michelangelo Buonarroti
 - Demonstrate an understanding of the Renaissance
 5. Movement and Rhythm: A Renaissance Cityscape
 - Demonstrate an understanding of movement and rhythm
 - Apply the art principles of movement and rhythm to an original artwork
 6. Art Meets Math: Where Lines Come Together
 - Demonstrate an understanding of one-point perspective
 - Use atmospheric perspective in a work of art
 7. A True Renaissance Man: Leonardo da Vinci
 - Demonstrate an understanding of the life and work of Leonardo da Vinci
 - Draw the human figure from observation
 8. Unit 2 Review and Test
 - Review the terms and concepts presented in Unit 2
- 3. Baroque/Rococo**
1. In The Royal Style: Versailles
 - Identify elements of baroque and rococo architecture
 - Understand motivations for architectural decisions
 - Design a home based on your own architectural decisions
 2. Rococo Art
 - Identify elements of the rococo style in visual artwork
 - Create a drawing or painting influenced by the rococo style
 3. Games Children Play
 - Investigate genre painting and the work of Chardin
 - Create a painting or photograph influenced by Chardin's style that shows games you like to play
 - Apply steps of the creative process, including brainstorming, researching, preliminary sketching, planning, reflecting, and refining, to synthesize ideas for and create works of art
 4. Quiet Time
 - Investigate warm and cool color schemes
 - Create a collage that uses color to create a mood
 5. Baroque and Rococo Unit Review and Test
 - Review the terms and concepts presented in Unit 3
- 4. Romanticism and the Modern Age**
1. Constable's Romantic Landscape
 - Identify elements of landscape painting
 - Understand the use of perspective, light, and contrast in Constable's work
 - Create your own landscape based on your experience of the weather
 2. Your Impressionism: Monet, Cassatt, Van Gogh

- Identify key discoveries during the Impressionist period
 - Understand the use of light, color, and mood in Impressionist painting
 - Create your own moody landscapes
 - Interpret an artist's point of view based on contextual information
3. Color Your World Differently: Matisse
 - Identify key discoveries during the Fauvist period
 - Describe the use of color and mood in Matisse's work
 - Create your own "wild-beast" collage
 4. Taking a Walk around Cubism: Picasso
 - Identify key processes used by the Cubists
 - Describe the use of line, shape, value, and form
 - Create a multimedia piece inspired by Cubist processes
 - Create the illusion of depth on a two-dimensional surface using value
 5. Icons and Illusions: Pop and Op
 - Identify key elements of pop and op art
 - Use contemporary images and color theory to create a poster with an icon and personal message
 - Examine the influence of historic events on works of art
 6. Video, Animation, and Game Design
 - Investigate and explore approaches to time-based media
 7. Romanticism and the Modern Age Review and Test
 - Review the terms and objectives from Unit 4: Romanticism and the Modern Age
 - Take a short exam to test comprehension

5. Critiquing Art

1. Aesthetics: How You Look at Art
 - Define aesthetics
 - Apply personal aesthetic judgments to the artwork reviewed in previous lessons
2. What Does an Artist Do?
 - Consider the roles artists have played in society over time
 - Investigate a career in the arts
 - Describe how artists contribute to society
 - Define intellectual property as it relates to art
 - Explore using artmaking skills for problem solving
3. It's Your Call: Art Criticism
 - Learn the steps involved in making educated judgments about artwork
 - Curate a show, and write a review based on your own work
 - Demonstrate resilience and resourcefulness in solving an art challenge
4. Critiquing Art Review and Test
 - Review the terms and objectives from Unit 5: Critiquing Art
 - Take a short exam to test comprehension