Unit Ten - Knights and Dragons

Content Area: **Art**
Course(s): **Art**
Time Period: **June**
Length: **4 weeks**
Status: **Published**

Transfer

Knights and Dragons: The Middle and Dark Ages

Enduring Understandings

Good craftsmanship is essential for aesthetics in visual communication.

Art both reflects and shapes culture.

Recognition of the visual arts as a basic aspect of history and human experience can play a significant role in creative expression.

Essential Questions

How have historical developments affected the visual arts?

How would society interact with the creation of new art forms?

How does art communicate meaning through subject matter, symbols, and ideas?

Content

Vocabulary

Learning Objectives

Examine the work of Middle Age artists and craftspeople and use these works as inspiration for projects.

Compare and contrast the work of Middle Age artists and craftspeople with the work of other artists and craftsmen.

Utilize models, examples, and templates to give inspiration and act as guides.

Reinforce 3-D building techniques.

Compare and contrast differences in 3-D building techniques from previous projects.

Reinforce concepts of radial symmetry.

Introduce concepts of time and sequence in an illustrated work of art.

Design projects using non- traditional tools and materials.

Reinforce a respect for the care of tools, equipment, supplies, through known safety practices.

Recognize the reasonable use of time in the completion of an assignment.

Resources

Standards

VPA.1.1.8.D.2	Compare and contrast various masterworks of art from diverse cultures, and identify elements of the works that relate to specific cultural heritages.
VPA.1.2.8.A.2	Differentiate past and contemporary works of dance, music, theatre, and visual art that represent important ideas, issues, and events that are chronicled in the histories of diverse cultures.
VPA.1.3.8.D.1	Incorporate various art elements and the principles of balance, harmony, unity, emphasis, proportion, and rhythm/movement in the creation of two- and three- dimensional artworks, using a broad array of art media and art mediums to enhance the expression of creative ideas (e.g., perspective, implied space, illusionary depth, value, and pattern).
VPA.1.3.8.D.2	Apply various art media, art mediums, technologies, and processes in the creation of allegorical, theme-based, two- and three-dimensional works of art, using tools and technologies that are appropriate to the theme and goals.
VPA.1.3.8.D.4	Delineate the thematic content of multicultural artworks, and plan, design, and execute multiple solutions to challenging visual arts problems, expressing similar thematic content.
VPA.1.4.8.A.3	Distinguish among artistic styles, trends, and movements in dance, music, theatre, and visual art within diverse cultures and historical eras.
VPA.1.4.8.A.5	Interpret symbolism and metaphors embedded in works of dance, music, theatre, and visual art.
VPA.1.4.8.A.7	Analyze the form, function, craftsmanship, and originality of representative works of dance, music, theatre, and visual art.