Unit 7: Romanesque & Gothic Architecture

Content Area: **Art**
Course(s): **Art Experience, AP Art History**
Time Period: **March**
Length: **12 blocks**
Status: **Published**

Enduring Understandings

The term Romanesque refers to the styles, embracing many regional variants, that flourished in western Europe in the eleventh and twelfth centuries.

In addition to accommodating the rule of an order, Romanesque architects had to construct churches big enough for the influx of pilgrims.

Gothic cathedrals are among the greatest and most elaborate monuments in stone.

The Gothic style originated in France by the Abbot Suger of the French royal monastery at Saint-Denis.

Essential Questions

How has the worshipping ground of the church develop into the artful look of the gothic cathedral?

What is a relic and why did people take part in the Pilgrimages?

List the architectural innovations developed by Abbot Suger?

Content

Feudalism, Pilgrimage, the Crusades, Triptych, Relics, Reliquary, radiating chapels, cluster piers, transverse ribs, tympanum, portals, cloister pier, Abbot Suger, ribbed vaults, buttress, flying buttresses, rose window, spires,

Sainte-Foy, Saint-Pierre, the Stave Church in Norway, Pisa Cathedral, Leaning tower of Pisa, Saint Etienne, Saint Denis, Chartres Cathedral, Amiens Cathedral, Reims Cathedral, Canterbury Cathedral, Milan Cathedral, Saint Patrick's Cathedral

Skills

Students will...

- identify that the Pilgrimages and building of the churches/cathedrals go hand in hand with the development of towns and villages around the churches.
- describe the stylistic development between the early Christian churches to the high Gothic architecture.
- understanding the innovations in architectural developments.
- compare the stylistic conventions of the exterior and interior artwork of the cathedral.

Resources

Standards

VPA.1.1.12	All students will demonstrate an understanding of the elements and principles that govern the creation of works of art in dance, music, theatre, and visual art.
VPA.1.1.12.D	Visual Art
VPA.1.1.12.D.1	Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes.
VPA.1.2.12	All students will understand the role, development, and influence of the arts throughout history and across cultures.
VPA.1.2.12.A	History of the Arts and Culture
VPA.1.2.12.A.1	Determine how dance, music, theatre, and visual art have influenced world cultures throughout history.
VPA.1.2.12.A.2	Justify the impact of innovations in the arts (e.g., the availability of music online) on societal norms and habits of mind in various historical eras.
VPA.1.3.12	All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing, and/or presenting works of art in dance, music, theatre, and visual art.
VPA.1.3.12.D	Visual Art
VPA.1.3.12.D.5	Identify the styles and artistic processes used in the creation of culturally and historically diverse two- and three-dimensional artworks, and emulate those styles by creating an

	original body of work.
VPA.1.4.12	All students will demonstrate and apply an understanding of arts philosophies, judgment, and analysis to works of art in dance, music, theatre, and visual art.
VPA.1.4.12.A	Aesthetic Responses
VPA.1.4.12.A.1	Use contextual clues to differentiate between unique and common properties and to discern the cultural implications of works of dance, music, theatre, and visual art.
VPA.1.4.12.A.2	Speculate on the artist's intent, using discipline-specific arts terminology and citing embedded clues to substantiate the hypothesis.