

# Unit 11: Neoclassical & Romanticism

Content Area: **Language Arts Literacy**  
Course(s): **Art Experience, AP Art History**  
Time Period: **April**  
Length: **15 blocks**  
Status: **Published**

## Enduring Understandings

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Paris becomes the undisputed center of the Western art world, but Rome is still a significant artistic force.

The theme of classical mythology comes back into style.

No single American embodied the principles of Neoclassicism more than Thomas Jefferson.

The Romantic Movement took a powerful sweep through Europe and America, caring a flare for the dramatic and social injustices of society.

Nineteenth Century realism was an age of revolutions; economic, social, and political as well as contemporary ideas about human rights.

## Essential Questions

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What are the stylistic conventions of the Neoclassical and Romanticism time periods?

How has who commissions the art changed the content and emotional drive of the paintings?

How have politically corrupt dealings sway the artist in their art?

How has architecture and painting developed during this era in America?

What is the difference between linear and painterly?

What is the big change we are seeing in art?

How has 19th century Realism enlightened the viewer to real common everyday life of the working class as well as social and political injustices?

How has photography changed art?

## **Content**

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The French Revolution, Nymph, Satyr, Cupid, Psyche, Napoleon, Arc de Triomphe, Rotunda, Declaration of Independence, Romantic movement, Hudson River School, Luminism, Folk Art, cartoons, caricatures, gleaners, palette, palette knife, lithography, photography, camera obscura,

Jacques-louis David, Chalcidius, Benois, Ingres, Thomas Jefferson, Greenough, George Washington, Rousseau, Gericault, Delacroix, Goya, Turner, Cole, Hicks

Millet, Courbet, Daumier, Niepce, Brady, Eakins, Manet, Brooklyn Bridge, Statue of Liberty, Eiffel Tower

## **Skills**

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Students will...

- identify the power and likeness of the Neoclassical and Romanticism styles.
- compare the European styles to their influence in American art.
- note who were the strong artists and architects in America.
- identify the social commentary in the art work.
- observe the beginning of major changes that are about to take place in the art work as we know it.
- artists are making art for the public and art is for the common man.

## **Resources**

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## **Standards**

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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.1.4.12	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.3	Develop informed personal responses to an assortment of artworks across the four arts disciplines (dance, music, theatre, and visual art), using historical significance, craftsmanship, cultural context, and originality as criteria for assigning value to the works.
VPA.1.4.12.A.4	Evaluate how exposure to various cultures influences individual, emotional, intellectual, and kinesthetic responses to artwork.
VPA.1.4.12.B	Critique Methodologies
VPA.1.4.12.B.3	Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world.