

Unit 03: Art and Architecture of Ancient Egypt

Content Area: **Fine Arts**
Course(s):
Time Period: **Marking Period 1**
Length: **6-8 Class sessions**
Status: **Published**

Brief Summary of Unit

Students will explore Ancient Egyptian art and architecture. They will become acquainted with the history and contributions these cultures have made to the development of art. They will continue to explore Power and Authority as a prevalent theme in art and the use of canons and conventions in art to communicate ideas. In addition, students will explore the theme of Religion in Art through the Ancient Egyptian belief in the afterlife.

Standards

ELD standards: <https://docs.google.com/document/d/1wdmsiGOdCHlrjU-WPvAtENnEgi0EStZXo0uiFYv1Nu4/edit>

VA.9-12.1.5.12adv.Cr	Creating
VA.9-12.1.5.12adv.Cr1	Generating and conceptualizing ideas.
VA.9-12.1.5.12adv.Cr1a	Visualize and generate art and design that can affect social change.
VA.9-12.1.5.12adv.Cr2	Organizing and developing ideas.
VA.9-12.1.5.12adv.Cr2a	Experiment, plan and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.
VA.9-12.1.5.12adv.Cr2b	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
VA.9-12.1.5.12adv.Cr2c	Demonstrate in works of art or design how visual and material culture defines, shapes, enhances, inhibits, and/or empowers people's lives.
VA.9-12.1.5.12adv.Cr3	Refining and completing products.
VA.9-12.1.5.12adv.Pr	Presenting
VA.9-12.1.5.12adv.Pr4	Selecting, analyzing, and interpreting work.
VA.9-12.1.5.12adv.Pr4a	Critique, justify and present choices in the process of analyzing, selecting, curating, and presenting artwork for a specific exhibit or event.
VA.9-12.1.5.12adv.Pr5	Developing and refining techniques and models or steps needed to create products.
VA.9-12.1.5.12adv.Pr5a	Investigate, compare and contrast methods for preserving and protecting art.
VA.9-12.1.5.12adv.Pr6	Conveying meaning through art.
VA.9-12.1.5.12adv.Pr6a	Curate a collection of objects, artifacts or artwork to impact the viewer's understanding of social, cultural and/or political experiences.
VA.9-12.1.5.12adv.Re	Responding
VA.9-12.1.5.12adv.Re7	Perceiving and analyzing products.
VA.9-12.1.5.12adv.Re7a	Analyze how responses to art develop over time based on knowledge of and experience with art and life.

VA.9-12.1.5.12adv.Re7b	Determine the commonalities within a group of artists or visual arts attributed to a particular type of art, timeframe, or culture.
VA.9-12.1.5.12adv.Re8	Interpreting intent and meaning.
VA.9-12.1.5.12adv.Re8a	Analyze differing interpretations of an artwork or collection of works in order to select and defend a plausible critical analysis.
VA.9-12.1.5.12adv.Re9	Applying criteria to evaluate products.
VA.9-12.1.5.12adv.Re9a	Construct evaluations of a work of art or collection of works based on differing sets of criteria.
VA.9-12.1.5.12adv.Cn	Connecting
VA.9-12.1.5.12adv.Cn10	Synthesizing and relating knowledge and personal experiences to create products.
VA.9-12.1.5.12adv.Cn10a	Synthesize knowledge of social, cultural, historical, and personal life with artmaking approaches to create meaningful works of art or design.
VA.9-12.1.5.12adv.Cn11	Relating artistic ideas and works within societal, cultural and historical contexts to deepen understanding.
VA.9-12.1.5.12adv.Cn11a	Assess the impact of an artist or a group of artists on the beliefs, values and behaviors of a society.
VA.9-12.1.5.12adv.Cn11b	Assess the impact of an artist or group of artists on global issues, including climate change.

Transfer

Essential Questions

- • How has the art and architecture of Ancient Egypt impacted art throughout the ages?
- • How was power and authority depicted in the art and architecture of Ancient Egypt?
- • What was the role of religion in the development of art and architecture in Ancient Egypt?

Essential Understandings

- • The art and architecture of Ancient Egypt has influenced designers, artists and architects throughout the ages.
- • The canons of Ancient Egyptian art and architecture were tied to the pharaohs and the religious beliefs of the time.
- • The River Nile impacted the evolution of Egyptian culture

Students Will Know

- • Basic vocabulary of architecture in Ancient Egypt (hypostyle hall, mastaba, pyramid, post and lintel, pylon, etc.)
- • Major art materials and mediums used by the culture and/or during the time period.
- • Major artists of the culture/time period.

- • Strategies for describing and analyzing architecture.
- • The 3 Kingdoms (Old, Middle, and New) of Ancient Egypt and the art that exemplifies them.
- • The Ancient Egyptian canons of art. Traditional vs. Armana
- • The basic history of the time period being explored.
- • The geographical sites being explored.
- • The identification information of selected works of art from the culture/time period.

Students Will Be Skilled At

Evidence/Performance Tasks

- • Answer the essential questions.
- • Completion of homework and in classroom assignments derived from classroom activities (such as but not limited to: Readings, study guide activities and worksheets on the Art of the Ancient Egypt. Written Assignment: compare and contrast depiction of power and authority of an Egyptian and a non European work. 10 minute AP essay writing.)
- • Ongoing notes, sketches, handouts, and reflections compiled in notebooks.
- • Participation in classroom activities such as: class discussion, Q and A sessions, cooperative group projects, role-playing, critique sessions, etc.
- • Quiz: Art of Ancient Egypt
- • Self and teacher assessment using teacher generated rubric.

Learning Plan

- • Class activity on belief systems and art – such as pair and share: “Icons of our time”
- • Class discussion
- • Handouts related to topic of discussion.
- • Handouts related to topic of topic.
- • Homework debriefing and discussion on the “Middle Kingdom: a shift in literature is reflected in the arts” o Handouts related to topic of topic. o Class discussion o Homework reading and study guide activity related to next class period topic.
- • Homework debriefing and discussion on the “New Kingdom, the Eighteenth Dynasty: Hatshepsit, Akhenaten, Tutankhamen. The stylistic changes of the Amarna period, a brief shift in artistic vision” o Handouts related to topic of topic. o Class activity: 10 minute AP practice essay compare and contrast Armana period/Pre Armana period sculpture o In class evaluation of essay o Homework reading and study guide activity related to next class period topic.
- • Homework debriefing and discussion on the “Ramses II: an architectural portrait of power” o Handouts related to topic of topic. o Discussion o Writing assignment: “Power and Authority”
- • Homework debriefing and presentation “Old Kingdom Funerary Architecture and Monument in 5th Dynasty Giza”

- • Homework debriefing and presentation “Old Kingdom Sculpture, the structure of Egypt's distinctive court style” o Handouts related to topic of topic. o Discussion and Activity o Homework reading and study guide activity related to next class period topic.
- • Homework debriefing and presentation “Preparation for eternity, court style sculpture, architecture as authority”
- • Homework reading and study guide activity related to next class period topic.
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- • Homework: o Selected text pages “Pharaohs and the Afterlife” (Gardner, 2005) o “Pharaohs and the Afterlife” CD study guide interactive map (Gardner’s 2005) with teacher prepared worksheet.
- • Preview the essential questions and connect to learning throughout the unit.
- • Unit Quiz

Materials

Suggested Strategies for Modifications

- • additional time on task
- • alternative outcome options
- • assessment based on individual development in the area of study
- • audio tape of instruction
- • cooperative learning groups
- • handouts of notes, procedures, processes, diagrams, etc.
- • images and visual aids
- • one-to-one instruction and assistance
- • preferential seating
- • reading material modified to student level
- • revised techniques, use of tools and media in hands-on activity
- • study partners
- • testing materials appropriate to student level