

Course Description:

In this course, you will journey through time, learning about prehistoric and ancient art, ancient Mediterranean and medieval art, and early European art from the Renaissance through Rococo. You will also learn how to read art and interpret it on a basic level. Since art is best learned through experience and expression, you will have opportunities to experience the art and react to it through discussion boards and projects. The goal of this course is to show how art relates to your life.

Please be aware that this course includes depictions of nudity, as many art movements celebrated the human form. Many important and influential works of art include nudity, and it would be nearly impossible to teach art history without including them. Given the subject matter, the course is extensively visual.

Required Materials:

- Internet browser
- audio capability for virtual tours
- word processing
- presentation software

Course Overview:

Each unit begins with a brief introduction and list of objectives for intended learning outcomes. Following the introduction, a set of activities take place over a two-lesson continuum:

Art Talk and Forum – These are Discussion Boards where you will begin exploring various pieces of art and discussing your perceptions of it, or simply your opinion.

Travel through Time – This is the main content presentation for the two lessons for a given period of art history. Typically, it contains an overview video, the historical context for the art movement(s) of the time, and characteristics of the art and architecture as well as important artists associated with it.

That's a Wrap! – Presented at the end of the first lesson in a two-lesson grouping, this brief activity recaps the main takeaway points from the content.

Art Show – kicking off the second lesson of each two-lesson grouping, the Art Show presents a virtual art gallery of selected important artworks from the time period being discussed. You have the opportunity to explore different facts and anecdotes included in an annotated image of each artwork.

Projects – There are three projects in the course.

Project 1: Choose artworks from various periods and create a slide presentation to present your observations.

Project 2: Analyze specific artworks that are presented based on specific observation questions. Then, conduct some research and return to write a second paragraph about how you would change your analysis based on that research.

Project 3: Follow the inventive example of Leonardo da Vinci and think about an invention that could solve a problem you perceive. Write briefly about the problem, what solution you propose, and how your invention would function. Like Leonardo, you can also create a sketch (hand-drawn or computer-generated) of what your invention would look like.

Checkpoint – This graded activity uses 10 questions to assess mastery of lesson objectives. The Checkpoint may be taken multiple times.

Final Exam – The last lesson of the course contains a 25-question final exam.

Note: There are no Workbook questions or Unit Exams in this elective course.

Schedule of Work

Units 1 and 2: **Introduction to Art, Prehistoric and Ancient Art**

Lessons 1 and 2: Introduction to Art

Lessons 3 and 4: Prehistoric Art

Lessons 5 and 6: Ancient Near Eastern Art

Lessons 7 and 8: Ancient Egyptian Art

Lessons 9 and 10: Ancient Far Eastern Art

Units 3 and 4: **Ancient Mediterranean and Medieval Art**

Lessons 11 and 12: Greek Art

Lessons 13 and 14: Roman Art

Lessons 15 and 16: Celtic and Viking Art

Lessons 17 and 18: Byzantine and Islamic Art

Lessons 19 and 20: Romanesque and Gothic Art

Units 5 and 6: **Early European Art**

Lessons 21 and 22: Early Renaissance

Lessons 23 and 24: High Renaissance

Lessons 25 and 26: Northern Renaissance, Venetian Renaissance, and Mannerism

Lessons 27 and 28: Baroque and Rococo

Lessons 29 and 30: Final Exam Review

Lesson 30: Final Exam Review and Final Exam