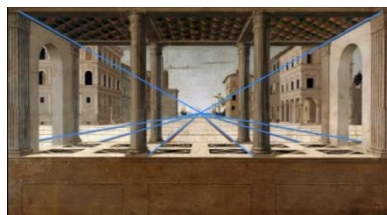


Key Stage 3: Knowledge Organiser		Topic: The Renaissance Revolution	Year: 7
		Time Period: 14th - 16th Centuries	
LEARNING JOURNEY	Inspiration & Influences	Renaissance, is a French word meaning rebirth. It is applied to the rediscovery and revival of interest in art, architecture and literary culture of Ancient Greece and Rome. The Italian Renaissance marked a period of great cultural change in Europe. The Renaissance is generally considered to have started in Florence. The start of the Renaissance is considered the end of the Middle-Ages.	
	Observational Studies	You will produce observational drawings, linear perspective exercises and design work, taking inspiration from influential Renaissance artists. You will develop technical skills as you explore a variety of two-dimensional drawing media, using pencil, pencil crayon, water-colour, pen, tea staining, gouache and collage.	
	Explore & Create	You will explore line, shape, colour, form, tone and texture. You will develop detailed observations, through layered mark-making over colour washes and learn how to create the illusion of space and depth on a flat surface, using one-point perspective. The paintings of Sandro Botticelli will assist the development of a symbolic collage design with reference to the gods and goddesses of Greek Mythology.	



Key Words Glossary		Formal Elements Covered
Culture	The characteristics and knowledge of a particular group of people, including language, religion, cuisine, social habits, music and the arts.	<input type="checkbox"/> Line: the path left by a moving point. For example, a pencil, a stick or a paintbrush dipped in paint.
The Medici Family	Wealthy bankers who helped the arts and the Humanist movement.	<input type="checkbox"/> Shape: the area enclosed by a line. It could be just an outline or it could be shaded in. Shapes can be geometric, like a circle or triangle, or irregular
Humanism	A change in the way people thought, believing art, music, and science could make life better for everyone.	<input type="checkbox"/> Colour: is a very important element. Colour is created by light and is broken down into three properties: hue, value and intensity. The colour wheel is an important tool in Art & Design.
Giotto de Bondone	The first Renaissance Painter	<input type="checkbox"/> Pattern: a design that is created by repeating lines, shapes, tones or colours. Patterns can be man-made, like the design printed/woven onto a fabric, or could be completely natural i.e. the markings on animal fur.
Realism	New techniques helped to enhance the quality and realism of the art during the Renaissance period.	<input type="checkbox"/> Form: is a three dimensional shape, such as a cube, sphere or cone. Sculpture and three-dimensional design are about creating form. In two-dimensional artwork tone and perspective can be used to create the illusion of form.
Renaissance Painters	Leonardo Da Vinci, Michelangelo, Raphael, Sandro Botticelli	<input type="checkbox"/> Tone: refers to how light or dark something is. This could be a shade or how dark or light a colour appears. Tones are created by the way light falls onto a 3D object. Light areas are highlights, whereas darker areas are shadows.
Apprenticeship	Training for boys from an early age with a master painter	<input type="checkbox"/> Texture: relates to the surface quality – the way something feels or looks like it feels. Actual texture can be created by changing the surface of a canvas, for example, whilst visual texture is created by using marks to represent a particular surface.
'The School of Athens'	Raphael's most famous masterpiece	
Sfumato	A technique used by Leonardo Da Vinci for blurring the lines and used in his famous painting 'Mona Lisa'	
Sistine Chapel	A famous painting 'The Creation of Adam' is on the ceiling of the Sistine Chapel, painted by Michelangelo	
David	Michelangelo's famous sculpture of a young shepherd boy who hurled a stone from his sling to kill Goliath, the champion of the Philistines.	
Leonardo Da Vinci	Unified Science and art. He studied the anatomy of people and animals.	
Albrecht Dürer	Famous for his illustrations and printmaking. 'A Young Hare' is one of his most famous works.	
One Point Perspective	Seeing in 3D. The illusion of space and depth on a flat surface. Perspective was used to make paintings appear more realistic.	
Vanishing Point	Without a vanishing point everything would look flat. It is the point where all the lines meet to create an optical effect.	
Filippo Brunelleschi	The first Renaissance Architect who designed the dome for the Florence Cathedral in the 15 th century.	
Foreshortening	A technique used in perspective to create the illusion of an object, person or animal receding strongly into the distance.	
Allegory	Allegory is the use of characters and events in a story, poem, or painting to represent other things.	
Symbolic Design	Designers use symbols in both obvious and subtle ways to communicate something about the design .	
Formative Assessment:	You will be assessed on your practical exploration of the appropriate formal elements and use of media and artistic techniques. There will be a written element to test your memorisation, knowledge and understanding of key historical facts and artistic vocabulary.	

