

Fairbanks North Star Borough School District Art Center Art Activity Kit ©

Michelangelo's Hands

GRADE: 5 TIME: 1-2 sessions

Developed by: Karen Stomberg

KIT INCLUDES:

- · lesson plan with pedestal hand-out
- vocabulary board
- sign language handouts
- · lesson boards;
 - -Michelangelo art (3)
 - -Michelangelo biography
 - -process boards
- books (2)
- · overheads (8)

MATERIALS:

- pencil
- construction paper; 6" x 12" white 9" x 9" black
 - 9" x 9" colored 1/2" x 3" black (2 ea)
- fine black pen
- scissors
- alue
- pedestal hand-out
- · white chalk



LESSON DESCRIPTION:

Students study the life of the Italian Renaissance artist Michelangelo, focusing on two of his best-known works, the marble sculpture Pieta and a small part of the Sistine Chapel ceiling. They create a modeled or shaded drawing of their hand in a sign language position, cut it out and mount it pop-up style to look like a piece of sculpture.

VOCABULARY:

line Renaissance 2D/3D Italy

fresco sculpture

modeling/shading

ART ELEMENTS: **ART PRINCIPLES:**

√ Line Pattern √ Shape/Form _Rhythm/movement Color √ Proportion/Scale

√ Balance Value √ Texture √ Unity

Emphasis $\sqrt{\text{Space/Perspective}}$

CONTENT **CONNECTIONS:**

·language: sign •history: Renaissance

•geography: Italy

THEME: culture and art

OBJECTIVES AND ASSESSMENT CRITERIA: Students will:

- study the life and work of Italian renaissance artist Michelangelo
- · define and describe the concepts of 2-dimensional and 3-dimensional objects, sculpture and fresco painting
- observe and draw their own hand adding modeling or shading

PREPARE:

Teachers should:

- read lesson plan and make a sample to ensure student success
- familiarize yourself with Michelangelo, a FNSBSD 5th grade artist
- · gather materials, cut papers, copy hand-outs

ENGAGE AND EXPLORE:

This lesson is designed to teach students about the life of Michelangelo, and to focus on two of his best-known works, one marble <u>sculpture</u> called the *Pieta* and a small part of the *Sistine Chapel* ceiling, which is a painted <u>fresco</u>.

Note: To look at these two piece of art choose either the enclosed overheads along with the attached descriptions or show the two enclosed posters of the Pieta and Delphic Sybil from the Sistine Ceiling.

Michelangelo Background

- I. Introduce students to the Renaissance artist, Michelangelo.
 - A. Read the book *Michelangelo* by Mike Venezia (included in the kit) to your students, or use the biography boards as a basis of discussion. Make sure to include the following important information about Michelangelo:
 - Michelangelo was born in 1475 during the Renaissance in Caprese near Florence, Italy. His family moved to Florence, a thriving artistic city, when he was just an infant.
 - Michelangelo was raised by a family of stonecutters, maybe because his mother was too ill to care for him.
 - By the time he was 13, his artistic talent was evident and he apprenticed in the workshop of Ghirlandaio, the famous local painter who taught him how to paint a FRESCO.
 - A fresco is made by painting with pigments directly in wet plaster. A chemical reaction occurs so that the painting becomes part of the wall or ceiling of a building.
 - When he was about 15, Michelangelo learned to create sculpture in a school operated by the powerful Lorenzo de' Medici and later moved into the Medici palace.
 - Michelangelo is considered perhaps the greatest sculptor in art history.

B. Display the posters of two of Michelangelo's most famous works, the Pieta and a figure from the Sistine Chapel ceiling.

The **Pieta** is a marble sculpture showing Mary with the body of Jesus in her lap, made when Michelangelo was only 24 years old. Students may need to be told the biblical story to understand the subject. The lifelike quality and beautiful detail in the cloth and figures are important to note. Michelangelo carved stone in a very skillful way, creating many textures with his tools in some areas and extremely smooth surfaces in other places.

The **Delphic Sibyl** is a figure from the **Sistine Chapel Ceiling** in Rome. The ceiling is covered with a huge fresco painted by Michelangelo which shows many scenes from the Bible and Greek mythology. It took four years to complete this painting, which has the famous image of the hands of God and Adam at the center.

The Delphic Sibyl is from mythology and shows that Michelangelo's painting style is very sculptural. The body, clothing and architectural setting look three-dimensional.



OVERHEAD TRANSPARENCIES

- 1. <u>The Creation of Adam</u>. Detail from Sistine Chapel Ceiling at the Vatican in Rome. This famous image has been used by many artists, cartoonists and advertisers. Ask students if they have seen this before.
- 2. <u>Sistine Chapel Ceiling, Vatican, Rome</u>. Michelangelo painted this fresco on orders from Pope Julius II. Begun in 1508, it took four years to complete. Along the sides are great Biblical prophets and sybils from Greek mythology. All of the figures are superhuman in size and are set in trompe l'oeil (fool the eye) painted architectural details. The center panels depict biblical scenes with God giving life to Adam at the center.
- 3. <u>The Delphic Sybil</u> (oracle) from the Sistine Chapel. Note how Michelangelo has used shading and proportions to make this figure appear 'real' or three-dimensional. His training as a sculptor really shows in his painting.
- 4. The Prophet Zacharias from the Sistine Chapel.
 Ask students to talk how Michelangelo made this figure look 'real'.
- 5. The Pieta -- marble sculpture (see information above about the Pieta)
- 6. Moses -- marble sculpture
- 7. Carving tools and methods used by Michelangelo. Ask students if they have ever seen anyone carving? What materials were they using? (wood, clay, ivory, stone, bone, ice...) What tools did they use? Here are some chisels and hammers Michelangelo might have used on the marble stone he used. First he would chip out the rough shape, working from front to back on a block of marble, then use finer and finer chisels and files to make the forms, finally smoothing with pumice stone.
- 8. <u>Michelangelo drawing</u>. Ask students to talk about this drawing. What do they notice about how Michelangelo started this drawing? Which part looks finished? Why? Michelangelo used light and shading (modeling) to create the very realistic, sculptural, 3-D looking baby's body.

CREATE:

1. Each student should have a copy of the sign language handout to examine. (Practice letters with class if time permits.) Students each choose 1 sign language alphabet position from the photos. Your name initial sign is a good choice.

Place your RIGHT hand flat (palm side up) in your chosen sign position on the white 6" x 12" paper. Trace around your hand and about 2" down the wrist keeping the pencil straight up and down.



2. Go over all the lines, adjusting the drawing and adding details like creases behind the fingers, fingernails and knuckle lines.

Round off the bottom of the wrist as if the hand is a piece of carved stone.



3.) Add more pencil to the edges. Use blending tool or fingers with a small piece of tissue to smear the graphite to create shading.



More pencil added to edges



Blending tool being used to create shading

- 4. Use white chalk to blend the color and even out the tones to create a marble-like color.
- 5. Cut out the hand.
- 6. Choose a pedestal from the hand-out, write name with black pen in cursive or block letters to look like carved stone and cut out pedestal.



- 7. Cut 9" x 9" colored construction paper into an interesting shape.
- 8. Assemble artwork, using small black strips to create rings to hold hand off the background to make it more sculptural.



Turn paper rings on side; glue hand to them to hold up off paper.



Finished hand sculpture with pedestal label

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ASSESSMENT: Hang the hand 'sculptures'. Have students talk to each other in pairs about their artwork. They can tell what sign language letter they made, how they created light and shadow and what they learned from Michelangelo about making things look 3D. Ask for volunteers to talk about their work to the whole class.

DN	OK	UP	Lesson Teacher										
			Grade		Date		N	umber d	of Stude	ents			
			_	Using the thumbs up, ok, and down technique, ask your students									
				the following questions and record their answers.									
			(K=knowledge, S=skills, C= creativity, A=attitude, E=engagement										
			Could you tell me two things about Michelangelo? (K)										
	2. Can you explain the difference between 2D and 3D? (K)								<u>()</u>				
			3. Did you blend and shade with pencil and a tool or tissue? (S)										
4. Did you use a pencil to make your hand look 3D								? (S)					
			5. Did you create an interesting background for your hand sculpture? (C)										
			6. Did you listen carefully and follow directions?(A)										
			7. Did you do work hard during this lesson?(E)										
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ALIGNMENT:

Alignment of Standards:

Alignment of GLE's:

Reading: R2.4, R2.6, R2.7.

Art: A2,3,6; B4, 6, 8; C2a,b,c,d,e;4; D4,6.

English: A,E.

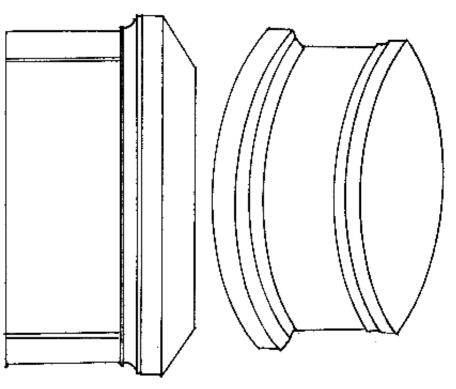
Govt & Citizenship: F World Languages:A

CREDITS:

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PEDESTAL FOR YOUR HAND

- CHOOSE A PEDESTAL FOR YOUR HAND AND CUT IT OUT.
- WRITE YOUR NAME ON IT. IT COULD BE DONE IN BLOCK LETTERS SO YOUR NAME LOOKS LIKE IT IS CUT OUT OF STONE.
- USE BLACK FINE-LINE MARKER.



Cut this information out and glue it to the back of your finished artwork.

MICHELANGELO BUONAROTTI 1 475-1564

Michelangelo was born during the renaissance in Italy, where he was surrounded by beautiful art and architecture. He started learning to paint frescos* from the artist Girlandalo when he was 13. At the age of 15 he was sent to a school run the powerful Medici family to learn sculpture. He was so talented that he was invited to live in the Medici palace.

Michelangelo created many important works of art including the two works of art we focused on – the Plata sculpture and the fresco painting on the ceiling of the Sistine Chapel.

Michelangelo worked hard to make his painted figures look fifelike and almost as three-dimensional as his sculptures.

Today in art class we drew our hands and practiced making them appear 3-D using shading, or MODELING techniques.





'A fresco is a painting that is done directly into wet plaster so that if becomes part of the actual wall or ceiling by a chemical reaction.