

Synopsis

Encouraging Student Creativity and Leonardo Da Vinci: Dreaming Up Inventions

Karen Yarnall

In this unit students will learn about the impact of ancient inventions like the arch upon newer inventions and the role of tools and technology throughout history. They will also examine ideas for inventions created by Leonardo da Vinci within the context of the Renaissance. The students will use their creativity to plan and draw designs for their own inventions. Upon the completion of the unit, these plans will be displayed along with students' explanations of their designs in an art exhibit. Ideas are included for stimulating student creativity. This unit integrates science, technology, engineering, math and art, adding the A for the Arts into STEM, making it a STEAM-driven unit. While written for high school art students, it can be adapted to other subjects and grade levels including elementary.