

Course Curriculum Text Report

Grade: Undefined Grade

Course: Studies in 3D

Discipline: Fine Arts

Board Approval Date: 7/23/2009

Selected Objective Curriculum Items:

- Unit
- Local Objective
- Objective used to evaluate students
- Objective is A+
- Assessment Activity
- Level of Expectation
- List of concepts and Evaluation Types
- Learning Activity
- Instructional Method
- Content Standards
- Process Standards
- Equity/Workplace Readiness
- Resources
- Correction Exercise
- Enrichment Exercise
- Special Needs
- English Language Learner
- GLEs v1.0
- GLEs v2.0 and CLEs
- Objective Notes/Essential Questions

Unit

Production

Local Objective

1. Students will demonstrate mastery of handbuilding, wheelthrowing, sculpting and/or a combination of these processes.

Content Standards

FA 1

Process Standards

2.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VPP/2/A/HS1/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 1	Create a sculpture by layering and adhering material or objects (e.g., natural or manufactured clays, paper, board, plastercraft, papier mache, assemblage) Create ceramics using a hand-building process (e.g., pinch, coil, slab); joining techniques, and a uniform thickness
FA/VPP/2/A/HS2/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 2	Create a sculpture using carving techniques. Possible media choices could include, but are not limited to: clay, wax, soap, plaster, Styrofoam, commercially-produced carving blocks) Create ceramics combining hand-building processes (e.g., pinch, coil, and/or slab), joining techniques and uniform thickness throughout product Demonstrate consistent glaze application
FA/VPP/2/A/HS3/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 3	Create a mixed media sculpture using a variety of processes and techniques Create a functional ceramic piece on the potter's wheel Demonstrate production of a symmetrical form (e.g., cylinder, bowl, or cup) Demonstrate use of an alternative decorative finish (e.g., sgraffito, slip painting, incising, or Mishima)

Unit

Production

Local Objective

2. Students will create three-dimensional projects using a variety of techniques.

Techniques for ceramic production (including but not limited to)

- pulled handle
- creating a spout
- creating a lid
- creating identical forms

Techniques for sculpture production (including but not limited to)

- additive
- subtractive
- assemblage
- casting

Content Standards

FA 1

Process Standards

2.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VPP/2/A/HS1/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 1	Create a sculpture by layering and adhering material or objects (e.g., natural or manufactured clays, paper, board, plastercraft, papier mache, assemblage) Create ceramics using a hand-building process (e.g., pinch, coil, slab): joining techniques, and a uniform thickness
FA/VPP/2/A/HS2/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 2	Create a sculpture using carving techniques. Possible media choices could include, but are not limited to: clay, wax, soap, plaster, Styrofoam, commercially-produced carving blocks) Create ceramics combining hand-building processes (e.g., pinch, coil, and/or slab), joining techniques and uniform thickness throughout product Demonstrate consistent glaze application
FA/VPP/2/A/HS3/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 3	Create a mixed media sculpture using a variety of processes and techniques Create a functional ceramic piece on the potter's wheel Demonstrate production of a symmetrical form (e.g., cylinder, bowl, or cup) Demonstrate use of an alternative decorative finish (e.g., sgraffito, slip painting, incising, or Mishima)

Unit

Production

Local Objective

3. Students will create original three-dimensional artworks.

Ceramic Projects (including but not limited to):

- teapot with matching teacups
- pulled handle mug
- symmetrical footed bowl

Sculpture Projects (including but not limited to):

- relief sculpture
- sculpture in the round

Content Standards

FA 1

Process Standards

2.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VPP/2/A/HS1/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 1	Create a sculpture by layering and adhering material or objects (e.g., natural or manufactured clays, paper, board, plastercraft, papier mache, assemblage) Create ceramics using a hand-building process (e.g., pinch, coil, slab): joining techniques, and a uniform thickness
FA/VPP/2/A/HS2/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 2	Create a sculpture using carving techniques. Possible media choices could include, but are not limited to: clay, wax, soap, plaster, Styrofoam, commercially-produced carving blocks) Create ceramics combining hand-building processes (e.g., pinch, coil, and/or slab), joining techniques and uniform thickness throughout product Demonstrate consistent glaze application
FA/VPP/2/A/HS3/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 3	Create a mixed media sculpture using a variety of processes and techniques Create a functional ceramic piece on the potter's wheel Demonstrate production of a symmetrical form (e.g., cylinder, bowl, or cup) Demonstrate use of an alternative decorative finish (e.g., sgraffito, slip painting, incising, or Mishima)
FA/VPP/2/A/HS4/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 4	Select and apply sculpture media and techniques that demonstrate: -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making Select and apply ceramics media (e.g., clay body, decorative finish) and techniques that demonstrate: -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making

Unit

Production

Local Objective

4. Students will show mastery of sculpting skills.

Ceramic Skills (including but not limited to)

- a: making clay
- b: multiple wedging methods
- c: construction methods
- d: loading, unloading and firing the kiln
- e: mixing and applying glazes
- f: handling and maintenance of materials
- g: employ safe practices and procedures

Sculpture Skills (including but not limited to)

- a: handling the materials
- b: maintenance of materials
- c: employ safe practices and procedures

Content Standards

FA 1

Process Standards

2.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VPP/2/A/HS1/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 1	Create a sculpture by layering and adhering material or objects (e.g., natural or manufactured clays, paper, board, plastercraft, papier mache, assemblage) Create ceramics using a hand-building process (e.g., pinch, coil, slab); joining techniques, and a uniform thickness
FA/VPP/2/A/HS2/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 2	Create a sculpture using carving techniques. Possible media choices could include, but are not limited to: clay, wax, soap, plaster, Styrofoam, commercially-produced carving blocks) Create ceramics combining hand-building processes (e.g., pinch, coil, and/or slab), joining techniques and uniform thickness throughout product Demonstrate consistent glaze application
FA/VPP/2/A/HS3/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 3	Create a mixed media sculpture using a variety of processes and techniques Create a functional ceramic piece on the potter's wheel Demonstrate production of a symmetrical form (e.g., cylinder, bowl, or cup) Demonstrate use of an alternative decorative finish (e.g., sgraffito, slip painting, incising, or Mishima)
FA/VPP/2/A/HS4/a	Fine Arts	Visual Arts: Product Performance	Select and apply three-dimensional media, techniques, and processes to communicate ideas and solve challenging visual art problems	Sculpture, Ceramics, Other Media	HS Level 4	Select and apply sculpture media and techniques that demonstrate: -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making Select and apply ceramics media (e.g., clay body, decorative finish) and techniques that demonstrate: -- sensitivity and subtlety in use of media -- engagement with experimentation and/or risk taking -- informed decision-making

Unit

Artistic Perception

Local Objective

5. Students will critique three-dimensional artwork using the aesthetic scanning model.

Content Standards

FA 3

Process Standards

1.1, 1.4

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VAP/1/A/HS1/a	Fine Arts	Visual Arts: Artistic Perceptions	Analyze and evaluate art using art vocabulary	Art Criticism	HS Level 1	With one artwork: describe artwork; analyze the use of elements and principles in the work; Interpret the meaning of the work (subject, theme, symbolism, message communicated); Judge the work from various perspectives: Showing a real or idealized image of life (Imitationalism); Expressing feelings (Emotionalism/ Expressionism); Emphasis on elements and principles (Formalism); Serving a purpose in the society or culture (Functionalism)

Unit

Artistic Perception

Local Objective

6. Students will reflect on the creative process through reflections and/or artists statements about their own work and/or the work of other artists.

Content Standards

FA 5

Process Standards

1.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VAP/1/A/HS4/a	Fine Arts	Visual Arts: Artistic Perceptions	Investigate the nature of art and discuss responses to artworks	Aesthetics	HS Level 4	Discuss the evolution of personal beliefs about the nature of art Discuss how personal and cultural beliefs influence the interpretation of the meaning, message, or value of a work of art

Unit

Historical and Cultural Context

Local Objective7. Students will be able to identify periods, cultures and/or three-dimensional artists from Prehistory through Contemporary periods.
Ceramic Cultures (including but not limited to)

- Chinese
- Cretan
- Persian
- Japanese
- Greek
- American

Sculpture Periods (including but not limited to)

- Renaissance
- Modern
- Post-Modern

Sculptors (including but not limited to)

- Michelangelo
- Brunelleschi
- Donatello
- Smith
- Giacometti
- Brancusi

Content Standards

FA 5

Process Standards

1.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VHC/1/A/HS1/a	Fine Arts	Visual Arts: Historical and Cultural Contexts	Compare and contrast artworks from different historical time periods and/or cultures	Historical Period or Culture	HS Level 1	Identify artworks from the following: -- Ancient Greece/Rome -- Renaissance -- Impressionism -- Post-Impressionism -- Pop Art -- Op Art
FA/VHC/1/A/HS2/a	Fine Arts	Visual Arts: Historical and Cultural Contexts	Compare and contrast artworks from different historical time periods and/or cultures	Historical Period or Culture	HS Level 2	Identify artworks from the following: -- Cubism -- American Regionalism -- Abstract Expressionism -- Native-American -- Latino -- Asia
FA/VHC/1/A/HS3/a	Fine Arts	Visual Arts: Historical and Cultural Contexts	Compare and contrast artworks from different historical time periods and/or cultures	Historical Period or Culture	HS Level 3	Identify artworks from the following: -- German Expressionism -- Surrealism -- Photorealism -- Post-Modern

Unit

Interdisciplinary Connection

Local Objective

8. Students will communicate connections between three-dimensional artwork and society.

Content Standards

FA 4

Process Standards

1.6, 1.7, 1.8, 3.5

GLEs v1.0

GLE Code	Discipline	Strand	Big Idea	Concept	Grade Level/Course	GLE
FA/VIC/2/A/HS3/a	Fine Arts	Visual Arts: Interdisciplinary Connections	Explain the connections between Visual Art and Communication Arts, Math, Science or Social Studies	Connecting Art and Non-Art Subjects	HS Level 3	Explain how historical events and social ideas are reflected in artworks from selected cultures or historical time periods.
FA/VIC/2/A/HS4/a	Fine Arts	Visual Arts: Interdisciplinary Connections	Explain the connections between Visual Art and Communication Arts, Math, Science or Social Studies	Connecting Art and Non-Art Subjects	HS Level 4	Explain how contemporary events and social ideas are reflected in student artworks