

LEVEL: 9-12	COURSE NAME: 3D STUDIO ART 1		COURSE NUMBER: 0101330
Description: Students explore how space, mass, balance, and form combine to create aesthetic forms or utilitarian products and structures. Instruction may include, but is not limited to, content in green or industrial design, sculpture, ceramics, or building arts. Media may include, but are not limited to, clay, wood, plaster, and paper maché with consideration of the workability, durability, cost, and toxicity of the media used. Student artists consider the relationship of scale (i.e., hand-held, human, monumental) through the use of positive and negative space or voids, volume, visual weight, and gravity to create low/high relief or freestanding structures for personal intentions or public places. They explore sharp and diminishing detail, size, position, overlapping, visual pattern, texture, implied line, space, and plasticity, reflecting craftsmanship and quality in the surface and structural qualities of the completed art forms. Students in the 3-D art studio focus on use of safety procedures for process, media, and techniques. Student artists use an art criticism process to evaluate, explain, and measure artistic growth in personal or group works. This course incorporates hands-on activities and consumption of art materials.			
UNITS:	Functional Ceramics	LEARNING GOAL	RECOMMENDED PACING GUIDE
	Objects made from clay. Vases, teapots, bowls, plates, cups, tiles, tableware or other vessels.	Investigate and create 3D ceramic works employing a variety of techniques and media.	Produce 2-3 functional clay vessels.
	Sculptural Ceramics	LEARNING GOAL	RECOMMENDED PACING GUIDE
	Non-functional objects made from clay.	Investigate and create 3D ceramic works employing a variety of techniques and media.	Produce 2-3 clay sculptures.
	Subtractive Sculpture	LEARNING GOAL	RECOMMENDED PACING GUIDE
	Three-dimensional art objects created by carving or other shaping techniques. Modeled, carved, or cut away. Materials may include but are not limited to: clay, cardboard, metal, wood, glass, stone, marble, textiles, and plastics.	Investigate and create 3D works employing a variety of sculptural techniques and media.	Produce 2-3 clay subtractive sculptures.
	Additive Sculpture	LEARNING GOAL	RECOMMENDED PACING GUIDE
	Three-dimensional art objects that are built up or added to create a form. Modeled, cast, constructed, or assembled objects. Materials may include but are not limited to: clay, cardboard, metal, acrylic, wood, glass, textiles, plastics, and found objects.	Investigate and create 3D works employing a variety of sculptural techniques and media.	Produce 2-3 clay additive sculptures.
	Assemblage	LEARNING GOAL	RECOMMENDED PACING GUIDE
Three-dimensional mixed media art created by assembled objects. Materials may include but are not limited to: clay, cardboard, metal, acrylic, wood, glass, textiles, plastics, and found objects.	Investigate and create 3D works employing a variety of sculptural techniques and media.	Produce 2-3 clay assemblage sculptures.	
ESSENTIAL QUESTION	How do the principles of design guide your thought-making process in creating a work of art?		
Vocabulary	<p style="text-align: center;">Elements - Line, shape, value, color, form, texture, space</p> <p style="text-align: center;">Principles- movement, contrast, balance, pattern, rhythm, emphasis, unity</p> <p>pinch pot, slab, and coil, slip, score, clay, kiln, firing, ceramics, functional, bone dry, leather-hard, bisque, glaze sculpture in the round, relief sculpture, additive, subtractive, armature, nonobjective, abstract, mixed media, craftsmanship, plagiarism, copyright, critique</p>		

Three-Dimensional Studio Art 1 (#0101330)

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Name	Description
VA.912.C.1.4:	Apply art knowledge and contextual information to analyze how content and ideas are used in works of art. e.g., symbolism, spatial relationship
VA.912.C.1.7:	Analyze challenges and identify solutions for three-dimensional structural problems.
VA.912.C.2.1:	Examine and revise artwork throughout the art-making process to refine work and achieve artistic objective.
VA.912.C.2.4:	Classify artworks, using accurate art vocabulary and knowledge of art history to identify and categorize movements, styles, techniques, and materials.
VA.912.C.2.8:	Compare artwork, architecture, designs, and/or models to understand how technical and utilitarian components impact aesthetic qualities.
VA.912.C.3.1:	Use descriptive terms and varied approaches in art analysis to explain the meaning or purpose of an artwork. e.g., four-step method of art criticism, visual-thinking skills, aesthetic scanning
VA.912.S.1.4:	Demonstrate effective and accurate use of art vocabulary throughout the art-making process.
VA.912.S.2.1:	Demonstrate organizational skills to influence the sequential process when creating artwork.
VA.912.S.3.1:	Manipulate materials, techniques, and processes through practice and perseverance to create a desired result in two- and/or three-dimensional artworks.
VA.912.S.3.10:	Develop skill in sketching and mark-making to plan, execute, and construct two-dimensional images or three-dimensional models. e.g., drawing: complex composition; architectural rendering: plans and models; sculpture: carving
VA.912.S.3.11:	Store and maintain equipment, materials, and artworks properly in the art studio to prevent damage and/or cross-contamination.
VA.912.S.3.12:	Develop competence and dexterity, through practice, in the use of processes, tools, and techniques for various media. e.g., printmaking: relief print; ceramics: wheel-throwing; drawing: charcoal; painting: watercolor; technology: layering images

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VA.912.S.3.3:	Review, discuss, and demonstrate the proper applications and safety procedures for hazardous chemicals and equipment during the art-making process. e.g., electric drill, carving and cutting tools, paper cutter, kiln, Material Safety Data Sheets (MSDS) labels: glazes, chemicals, etching solutions
VA.912.S.3.4:	Demonstrate personal responsibility, ethics, and integrity, including respect for intellectual property, when accessing information and creating works of art. e.g., plagiarism, appropriation from the Internet and other sources
VA.912.S.3.7:	Use and maintain tools and equipment to facilitate the creative process. e.g., sewing machine, pottery wheel, kiln, technology, printing press, hand tools
VA.912.O.1.1:	Use the structural elements of art and the organizational principles of design in works of art to establish an interpretive and technical foundation for visual coherence.
VA.912.O.1.5:	Investigate the use of space, scale, and environmental features of a structure to create three-dimensional form or the illusion of depth and form.
VA.912.O.2.1:	Construct new meaning through shared language, ideation, expressive content, and unity in the creative process.
VA.912.O.3.1:	Create works of art that include symbolism, personal experiences, or philosophical view to communicate with an audience.
VA.912.H.1.2:	Analyze the various functions of audience etiquette to formulate guidelines for conduct in different art venues.
VA.912.H.1.9:	Describe the significance of major artists, architects, or masterworks to understand their historical influences.
VA.912.H.2.4:	Research the history of art in public places to examine the significance of the artwork and its legacy for the future.
VA.912.H.3.3:	Use materials, ideas, and/or equipment related to other content areas to generate ideas and processes for the creation of works of art. e.g., microscope, skeleton, Fibonacci sequence, Golden Mean, measurement: pica, inches, points
VA.912.F.1.2:	Manipulate or synthesize established techniques as a foundation for individual style initiatives in two-, three-, and/or four-dimensional applications.
VA.912.F.2.1:	Examine career opportunities in the visual arts to determine requisite skills, qualifications, supply-and-demand, market location, and potential earnings.
VA.912.F.3.4:	Follow directions and use effective time-management skills to complete the art-making process and show development of 21st-century skills. e.g., punctuality, reliability, diligence, positive work ethic
VA.912.F.3.5:	Use appropriately cited sources to document research and present information on visual culture. e.g., visual, digital, and textual information
LAFS.910.WHST.2.4:	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.