

LEVEL: 9-12	COURSE NAME: 3D STUDIO ART 2		COURSE NUMBER: 0101340
<p><b>Course Description:</b> Students explore spatial relationships through the use of nonobjective, abstract, or representational forms, products, or structures. Instruction may include, but is not limited to, content in green or industrial design, sculpture, ceramics, or building arts. Processes and techniques for substitution include wheel-thrown clay, glaze formulation and application, or extruded, cast, draped, molded, laminated, or soft forms. Media may include, but are not limited to, clay, wood, metal, plaster, paper maché, and plastic with consideration of the workability, durability, cost, and toxicity of the media used. 3-D artists experiment with and manipulate space-producing devices, including overlapping, transparency, interpenetration, vertical and horizontal axis, inclined planes, disproportionate scale, fractional or abstracted representation, and spatial properties of the structural art elements. Craftsmanship and quality are reflected 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.</p>			
<b>UNITS:</b>	<b>Functional Ceramics</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED PACING GUIDE</b>
	Objects made from clay. Vases, teapots, bowls, plates, cups, tiles, tableware or other vessels.	Create and refine 3D ceramic works employing a variety of techniques and media.	Produce 2-3 functional clay vessels.
	<b>Sculptural Ceramics</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED PACING GUIDE</b>
	Non-functional objects made from clay.	Create and refine 3D ceramic works employing a variety of techniques and media.	Produce 2-3 clay sculptures.
	<b>Subtractive Sculpture</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED PACING GUIDE</b>
	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.	Create and refine 3D works employing a variety of sculptural techniques and media.	Produce 2-3 clay subtractive sculptures.
	<b>Additive Sculpture</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED PACING GUIDE</b>
	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.	Create and refine 3D works employing a variety of sculptural techniques and media.	Produce 2-3 clay additive sculptures.
	<b>Assemblage</b>	<b>LEARNING GOAL</b>	<b>RECOMMENDED PACING GUIDE</b>
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.	Develop and refine 3D works employing a variety of sculptural techniques and media.	Produce 2-3 clay assemblage sculptures.	
<b>ESSENTIAL QUESTION</b>	How do the principles of design guide your thought-making process in creating a work of art?		
<b>Vocabulary</b>	Elements - Line, shape, value, color, form, texture, space. Principles- movement, contrast, balance, pattern, rhythm, emphasis, unity. Course: 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		

## Three-Dimensional Studio Art 2 (#0101340)

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Name	Description
<a href="#">VA.912.C.1.7:</a>	Analyze challenges and identify solutions for three-dimensional structural problems.
<a href="#">VA.912.C.2.2:</a>	Assess the works of others, using established or derived criteria, to support conclusions and judgments about artistic progress.
<a href="#">VA.912.C.2.4:</a>	Classify artworks, using accurate art vocabulary and knowledge of art history to identify and categorize movements, styles, techniques, and materials.
<a href="#">VA.912.C.2.8:</a>	Compare artwork, architecture, designs, and/or models to understand how technical and utilitarian components impact aesthetic qualities.
<a href="#">VA.912.C.3.2:</a>	Develop and apply criteria to determine how aesthetic works are aligned with a personal definition of "art."
<a href="#">VA.912.S.1.1:</a>	Use innovative means and perceptual understanding to communicate through varied content, media, and art techniques.
<a href="#">VA.912.S.2.4:</a>	Use information resources to develop concepts representing diversity and effectiveness for using selected media and techniques in a sketchbook or journal.
<a href="#">VA.912.S.3.1:</a>	Manipulate materials, techniques, and processes through practice and perseverance to create a desired result in two- and/or three-dimensional artworks.
<a href="#">VA.912.S.3.10:</a>	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
<a href="#">VA.912.S.3.11:</a>	Store and maintain equipment, materials, and artworks properly in the art studio to prevent damage and/or cross-contamination.
<a href="#">VA.912.S.3.12:</a>	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
<a href="#">VA.912.S.3.3:</a>	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:

<http://www.cpalms.org/Public/search/Course>

## Three-Dimensional Studio Art 2 (#0101340)

	glazes, chemicals, etching solutions
<a href="#">VA.912.S.3.4:</a>	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
<a href="#">VA.912.O.1.2:</a>	Use and defend the choice of creative and technical skills to produce artworks.
<a href="#">VA.912.O.1.5:</a>	Investigate the use of space, scale, and environmental features of a structure to create three-dimensional form or the illusion of depth and form.
<a href="#">VA.912.O.2.1:</a>	Construct new meaning through shared language, ideation, expressive content, and unity in the creative process.
<a href="#">VA.912.O.3.1:</a>	Create works of art that include symbolism, personal experiences, or philosophical view to communicate with an audience.
<a href="#">VA.912.H.1.4:</a>	Apply background knowledge and personal interpretation to discuss cross-cultural connections among various artworks and the individuals, groups, cultures, events, and/or traditions they reflect.
<a href="#">VA.912.H.1.9:</a>	Describe the significance of major artists, architects, or masterworks to understand their historical influences.
<a href="#">VA.912.H.2.4:</a>	Research the history of art in public places to examine the significance of the artwork and its legacy for the future.
<a href="#">VA.912.H.3.3:</a>	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
<a href="#">VA.912.F.1.2:</a>	Manipulate or synthesize established techniques as a foundation for individual style initiatives in two-, three-, and/or four-dimensional applications.
<a href="#">VA.912.F.2.2:</a>	Examine a broad spectrum of art-related careers to identify potential employment opportunities that involve construction, management, and/or sale of aesthetic or utilitarian objects. e.g., exhibition, sale of art products, manufacture of art equipment, catering for museum events, industrial design (toys, cars), architectural and interior design
<a href="#">VA.912.F.3.4:</a>	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
<a href="#">VA.912.F.3.6:</a>	Identify ethical ways to use appropriation in personal works of art.
<a href="#">LAFS.910.WHST.2.4:</a>	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.