

Sculpture and Expanded Media (I, II)

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Sculpture and Expanded Media 1 The student will work 3-Dimensionally in a variety of media, including clay. Craftsmanship, design and aesthetics will be emphasized as students create utilitarian and non-utilitarian forms. Students will explore various building and assembling processes and how things can be put together to give it context and meaning.

Sculpture and Expanded Media 2 The student will have the opportunity for a more intensive study of the sculpture process. In this course, students will begin developing a personal style and vision using media of their choice. An emphasis will be placed on craftsmanship, design, aesthetics and creativity. With teacher recommendation, this course may be repeated for credit.

Grade breakdown: Your grade will be based on weekly projects, sketchbook, class participation, research projects, tests, and your digital portfolio submission. The portfolio will be kept in the art room including your best work as well as projects you are presently working on.

1. **Studio work/ practices: -60%** - The projects will be finished during class time only and not at home.
2. **Research Projects/Homework/Examinations: -20%** - Students will learn about artists from different periods, movements and nationalities.
3. **Portfolio - 20%** - Digital Portfolio Entries and Display.

Grading: Assignments will be graded by the following criteria:

- Work turned in on time.
- Work follows guidelines given for that particular assignment.
- Work shows creativity and thought.
- Work shows media assigned for that particular assignment.
- All work will be graded following the art department grading rubric

Art Rubric	Poor	Fair	Good
Elements of Photo/ Video	Poor Student completed the minimum, and/ or artwork was not completed. The work does not demonstrate the necessary techniques, elements and criteria for assignment.	Fair Student completed the minimum and demonstrated the necessary techniques, elements and criteria for assignment.	Good Student completed more than the minimum, demonstrated the necessary techniques, elements and criteria for assignment.
Creativity	Poor The student work lacked sincere originality.	Fair The student work demonstrated originality.	Good The student work demonstrated a unique level of originality.
Effort/Skill	Poor Student did not finish their work in a satisfactory manner, and their work reflected a lack of understanding.	Fair Student completed their art work at an average manner, and showed average understanding of the theme.	Good Student showed an above average effort on finishing the artwork. Work is outstanding and shows a deep understanding of the theme.
Class Participation	Poor Student communicates few, if any comments during class discussions.	Fair Student engages in answering questions in a sporadic manner.	Good Student continually answers questions and shares his/her feelings about the subject on an above average level.
Following Guidelines	Poor Student turns in work late or not at all. Student shows little to no responsibility for cleaning up their space in a timely manner.	Fair Student turns in work semi-regularly. Shows average responsibility but needs to perform it in a timely manner.	Good Student shows outstanding responsibility of cleaning up in a timely manner and turning in artwork on time.

COURSE STANDARDS
(Cognitive and Creative Learning Processes)

Sculpture and Expanded Media 1

PERCEIVING/KNOWING

- 1PE Examine and articulate the effects of context on visual imagery.
- 2PE Identify and describe the sources artists use for visual reference and to generate ideas for artworks.
- 3PE Identify the relationship between community or cultural values and trends in visual art.
- 4PE Identify the factors that influence the work of individual artists.
- 5PE Describe the role of technology as a visual art medium.
- 6PE Describe the decisions made in the design of everyday objects.

PRODUCING/PERFORMING

- 1PR Demonstrate basic technical skill and craftsmanship with various art media when creating images from observation, memory and imagination.
- 2PR Apply the elements and principles of art and design using a variety of media to solve specific visual art problems.
- 3PR Explore multiple solutions to visual art problems through preparatory work.
- 4PR Establish the appropriate levels of craftsmanship when completing artworks.
- 5PR Investigate how to access available digital tools and innovative technologies to create and manipulate artwork.
- 6PR Identify and apply visual literacy as a means to create images that are personally expressive

RESPONDING/REFLECTING

- 1RE Explore various methods of art criticism in responding to artworks.
- 2RE Identify assessment practices to manage, monitor and document their learning.
- 3RE Use appropriate vocabulary to define and describe techniques and materials used to create works of art.
- 4RE Investigate the role of innovative technologies in the creation and composition of new media imagery.
- 5RE Identify and explain one or more theories of aesthetics and visual culture.
- 6RE Identify various venues for viewing works of art.
- 7RE Recognize and articulate the importance of lifelong involvement and advocacy in the arts.

COURSE STANDARDS
(Cognitive and Creative Learning Processes)

Sculpture and Expanded Media 2

PERCEIVING/KNOWING

- 1PE Examine the context details of visual imagery and explain the social and cultural influences on the images.
- 2PE Describe sources visual artists use to generate ideas for artworks.
- 3PE Explore the relationship between community or cultural values and trends in visual art.
- 4PE Analyze the work of individual artists and explain how they are influenced by cultural factors.
- 5PE Explore the application of technology to the production of visual artworks.
- 6PE Connect processes and decisions made in the design of everyday objects, environments, and communications

PRODUCING/PERFORMING

- 1PR Demonstrate proficient technical skills and craftsmanship with various art media when creating images from observation, memory, or imagination.
- 2PR Make informed choices in the selection of materials and techniques as they relate to solving a visual problem.
- 3PR Generate a variety of solutions to visual arts problems through preparatory work.
- 4PR Establish and apply appropriate levels of craftsmanship to complete artworks.
- 5PR Understand and demonstrate how to access available digital tools and innovative technologies to create and manipulate artwork.
- 6PR Incorporate visual literacy as a means to create images that advance individual expression and communication.

RESPONDING/REFLECTING

- 1RE Apply methods of art criticism when discussing selected works of art.
- 2RE Apply assessment practices to revise and improve their artworks and to document their learning.
- 3RE Expand the use of arts-specific vocabulary to define and describe techniques and materials used to create works of art.
- 4RE Explain the role of innovative technologies in the creation and composition of new media imagery.
- 5RE Compare and contrast various theories of aesthetics and visual culture.
- 6RE Identify the challenges various venues present to the creation of works of art.
- 7RE Explore and discuss opportunities for lifelong involvement and advocacy in the arts.