

Objectives:

Students will develop technical skills in the use of various media such as plaster, clay, paper, wire, and found objects. They will create original three-dimensional artworks using modeling, carving, and assemblage. Students will develop and use ceramic hand-building methods and learn the process of throwing on the potter's wheel, they will create original functional and non-functional pieces. Sculptural and ceramic pieces from ancient history through modern art will be studied for inspiration. Students will analyze and critique artworks, discuss aesthetic issues and understand how three-dimensional art is critical to history and culture.

Students will further develop their life skills of being creative, critical thinkers and problem solvers through a project based art curriculum. These life skills as well as improving visual analysis and a lifetime appreciation for art will be developed.

<u>Grading Scale</u>	B+	87-89	C+	77-79	D+	67-69	
A	93-100	B	83-86	C	73-76	D	63-66
A-	90-92	B-	80-82	C-	70-72	D-	60-63

Weighted Grades

Studio Assignments	40%
Sketchbooks	20%
Quizzes/Research Projects	15%
Final	15%
Daily Work Ethic	10%

Grading Policy:

All assigned work is due at the beginning of the period on the date specified for that assignment. Unit long projects must be complete, meet the required criteria, and be ready for critique days to receive full credit. If absent, students have the amount of time they were excused to turn in missing work or take a test. Late work will result in the reduction of one letter grade per day (No credit after 4 late days).

### 3-Dimensional Art 1

- This studio course focuses on three-dimensional art in additive, assemblage, and subtractive sculpture and hand built and wheel thrown ceramics.
- Various sculptors and ceramicists will be studied.
- Quizzes and graphic organizers will cover material read and discussed in class as well as techniques and skills needed for each studio and medium.
- Final test questions will be taken directly from graphic organizers and quizzes completed in the course of the quarter.
- Students must keep all returned graphic organizers and quizzes in a binder or folder.
- One research project will be completed during the quarter on a famous artist.
- Students will receive 10 Daily Work Ethic points for appropriate behavior, work ethic, and being prepared for class (having all necessary materials at the beginning of class).
- To be eligible for field trips students must maintain a grade of B- or higher in this course.

### Project Assignments:

Students will be given adequate class time to complete projects. Critique days will be the culminating activity for each unit. Students will be expected to have work “show ready” for critique days, reflect on personal and peer artwork, and participate in discussion. Students have the opportunity to display art projects in various capacities in and around Deerfield, online, and in a variety of art shows and contests. All projects should reflect the individual artist’s best efforts and skills.

### Sketchbook Assignments

The purpose of a sketchbook is to develop ones thoughts and ideas for a project on paper and to develop ones drawing skills. Sketchbooks will be used to develop ideas for each project assigned. These sketches will be turned in with the finished project on critique days. Sketchbook assignments will be worked on in and outside of class. No extensions are given so students must turn their sketchbook in on the due date for full credit.