

Core Learning Targets - Ceramics/Sculpture 1

1. I can construct a ceramic work of art using a variety of clay techniques (construction methods)
2. I can take a piece of clay from raw to finished and understand the qualities of the clay at each stage
3. I can apply the elements and principles of art and design to ceramic and 3 dimensional artwork
4. I can describe the role of ceramics and sculpture in civilization/cultures both past and present
5. I can create 3 dimensional artwork using a variety of media and processes
6. I can critique a piece of ceramic/3 dimensional art using class vocabulary
7. I can operate in a studio setting and understand the ethics that accompany working in a shared space

Unit Learning Targets: Ceramics - Building Methods

Content/Knowledge:

1. I can identify and name the stages that clay goes through from raw to finished
2. I can identify and name ceramic tools and understand their use
3. I can identify and name the different steps in the wheel throwing process
4. I understand the difference between the soft slab and hard slab construction methods
5. I understand the benefits of using the coil construction method versus using slab construction

Skills:

1. I can wedge clay to ensure that there are no air bubbles in the clay
2. I can attach two pieces of clay together by slipping and scoring
3. I can manipulate the clay using my hands (which is a skill called pinching) to create shapes of my choosing
4. I can use the slab roller to take a chunk of wedged clay and make it into a flat slab
5. I can manipulate the slab roller to create a slab that is the correct thickness for my project
6. I can roll out long ropes of clay called coils
7. I can layer coils on top of each other to create a form

Process:

1. I can sketch my ideas and prepare a plan for how to carry them out
2. I understand how to construct vessels using the soft slab construction method and can manipulate the clay while it is in its soft state
3. I can evaluate my slabs and decide when the clay is ready to begin construction
4. I can construct a vessel using flat, leather hard slabs of clay and understand the advantages and disadvantages of construction using this building method

5. I can move the contour of my vessel in and out by placing coils on either the inside or outside edge while building

Unit Learning Targets: Ceramics - Surface Design

Content/Knowledge:

1. I understand that there are many different ways to treat the surface of ceramic art
2. I understand that treating the surface of ceramic art can make it more interesting to look at and can give it a finished feel

Skills:

1. I can create texture and designs in the clay by impressing objects into it while it is in it's soft state
2. I can carve into the surface of my ceramic work to create a design
3. I can scrape through a layer of colored slip to reveal the lighter color clay beneath creating a design, a skill called sgraffito
4. I can slip and score pieces of clay onto the surface of my piece to create texture

Process:

1. I can use the elements and principles of design and what I have learned about creating texture to construct a surface that is interesting and cohesive
2. I can create a surface using the sgraffito technique, carving, stamping, and slipping and scoring that is interesting and well thought out
3. I can make decisions about what surface technique I want to use on my projects and which technique works best in specific situations

Unit Learning Targets: Ceramics - Glaze

Content/Knowledge:

1. I understand that glaze is a vitreous material that becomes a permanent part of the clay body once the glaze firing process is complete
2. I understand the meaning of the terms associated with glazing - Gloss, Satin, Matte, and Opacity
3. I can identify and perform the steps necessary to glaze a piece of ceramic art work

Skills:

1. I can apply glaze to my ceramic artwork that is the correct thickness and that is cleaned off my piece in the proper way
2. I can experiment with layering glazes to create unique surfaces

Process:

1. I can evaluate my piece after it has been glaze fired and identify any issues there might be their cause
2. I can evaluate glaze test tiles and make decisions about which glaze is best for my particular art piece

Unit Learning Targets: Paper Making

Content/Knowledge:

1. I understand the basic process of making paper starting with recycled paper pulp
2. I understand the value that papermaking has in the art world

Skills:

1. I can use paper pulp and my ceramic plate to create a piece of paper that has dimension
2. I can add objects to my paper (such as string, pressed flowers) to give it a different texture
3. I can alter the edge of my paper by adding and removing paper pulp

Process:

1. I can create a series of paper pieces that show some of the different capabilities that papermaking has to offer

Unit Learning Targets : Pewter Casting

Content/Knowledge:

1. I can identify and name the steps in the pewter casting process
2. I know the capabilities and limitations of pewter casting

Skills:

1. I can design a pendant that lends itself to the pewter casting process
2. I can make a mold using plaster and carving tools

Process:

1. I can use books, magazines, and the internet to research design ideas and can sketch my finalized design
2. I can transfer my drawing onto a block of plaster and create a negative of what I want my pendant to look like
3. I can properly use the saw and files to clean up my pendant after it has been cast

Unit Learning Targets: Glass Fusing

Content/Knowledge:

1. I can identify and name the steps in the glass fusing process
2. I understand that color schemes are planned combinations of colors and help to bring unity to an artwork
3. I can identify analogous and complimentary color schemes

Skills:

1. I can safely and effectively cut glass
2. I can arrange the different pieces of glass correctly so that there are three layers and that each layer is the correct size

Process:

1. I can arrange the different pieces of glass thoughtfully using the elements and principles of design and what I know about color schemes
2. I can clean up the edges of my glass pendent using the grinder