

**VISUAL ARTS
INTRO 3-D**

	AUG.	SEPT.	OCT.	NOV.	DEC./JAN
Essential Questions	introduction to sculpture weeks 1 Sculpture Fundamentals	Modeling with clay weeks 2-4 Modeling with polymer clay on a wire armature weeks 5-7 Modeling with clay	Modeling and Carving weeks 8-11 Plaster Addition and Subtraction with and without armature	Stone Carving: Steatitite weeks 12-14 Stone carving, filing, and polishing	Construction and Assemblage weeks 15-17 Paper, Paper Mache' and Wood week 18 finals
Content in terms of essential concepts and topics	Sculpture Concepts Principles of Design Elements of Design	Elements of Design: Line, Shape, and Form Principles of Design; Proportion, and Scale	Elements of Design: Shape, Form and Texture Principles of Design: Balance, Movement, and Unity	Elements of Design: Space, and Form Principles of Design: Pattern and Rhythm	Elements of Design: Space, Color, Texture, and Form Principles of Design: Unity and Variety
Standards/Skills i.e., processes and skills emphasized Indiana Academic Standards plus MCSC skills					
Products/Assessments It is assumed that teachers will assess students with traditional tests.	written and oral critiques of known works Sketched Designs	written and oral critiques of known works Sketched Designs Production of project: ploymer clay figure	written and oral critiques of known works Sketched Designs Production of project: Plaster sculpture	written and oral critiques of known works Sketched Designs Production of project: abstract Biomorphic Form	written and oral critiques of known works Sketched Designs Production of project: Student Choice