

Studio Arts 3D 11 Course Outline 2023-2024

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[Studio Arts 3D 11 Curriculum Link](#)

This is an intermediate level course exploring 3D art forms. Previous instruction in visual arts (Studio Art 10 or 11, Studio Arts 3D 10), is highly recommended and beneficial. Students may work with materials such as paper, cardboard, wire, clay, fabric, metal and/or plastic to create art sculptures. Research on three-dimensional art forms, art in public places, influential artists, and sculpture techniques will also be included. As a studio course, regular and punctual attendance is expected so students can receive instruction and keep up with project deadlines and course requirements. Students will be attending along with others enrolled in junior and senior levels of Studio Art 3D.

Big Ideas

- An artist's intention transforms materials into three-dimensional art
- Visual arts reflect the interconnectedness of the individual, community, history, and society
- Growth as an artist is dependent on perseverance, resilience, and reflection
- Artistic expression is an artist's physical, emotional, and cognitive articulation of our humanity
- 3D artistic works provide unique aesthetic experiences in a variety of contexts

Curricular Competencies

Students are expected to be able to do the following:

Explore and create

- Create three-dimensional (3D) artistic works using sensory inspiration, imagination, and inquiry
- Explore artistic possibilities and take creative risks
- Intentionally select and combine materials, processes, and technologies to convey ideas
- Create 3D artistic works for a specific audience
- Express meaning, intent, and emotions through 3D artistic works
- Refine artistic skills and techniques from a variety of styles
- Demonstrate active engagement in creating artistic works and resolving creative challenges
- Explore contributions of traditional and innovative artists from a variety of movements and contexts

Reason and reflect

- Understand the purpose of a critique and choose when to apply suggestions
- Describe and analyze, using discipline-specific language, how artists use materials, technologies, processes, and environments in 3D art making
- Analyze design choices in 3D artistic works
- Develop personal answers to aesthetic questions

- Examine the influences of a variety of contexts on 3D artistic works

Communicate and document

- Document, share, and appreciate 3D artistic works in a variety of contexts
- Demonstrate awareness of self, others, and place through 3D artistic works
- Communicate about and respond to social and environmental issues through 3D artistic works

Connect and expand

- Create artistic works to reflect personal voice, story, and values
- Create artistic works that reflect personal, cultural, and historical contexts
- Explore First Peoples perspectives, knowledge, and protocols; other ways of knowing, and local cultural knowledge through 3D artistic works
- Explore First Peoples relationship with the land and natural resources as revealed through 3D artistic works
- Explore personal, educational, and professional opportunities related to visual arts and related fields
- Connect with others on a local, regional, or national scale through 3D artistic works
- Demonstrate safe and responsible use of materials, tools, and work space

Assessment

The work of students will be evaluated in a variety of ways:

-*Formative assessment* will be used to monitor student learning to modify teaching and learning strategies with the goal of improving the students' knowledge.

-*Summative assessment* will be used to evaluate skill acquisition, student learning and mastery of specific skill areas to summarize student development at a particular time.

-Students may be given the opportunity to redo and resubmit assignments that do not meet the required criteria.

Projects	60%
Studio Habits	40% (process and planning, supply/equipment care, research, and in class assignments)

Late Assignments

Students with extenuating circumstances must discuss and arrange an alternate deadline with the teacher before the project deadline. All late work will result in an "IE" report which is signed by the teacher and student then sent home for review.

Supply Recommendations:

Most supplies are provided by the teacher. However, students are encouraged to supplement some projects with resources or materials brought from home.

Classroom Expectations:

Students are expected to respect their classmates, teacher, equipment, supplies, and classroom – failure to do so will lead to disciplinary action that may result in expulsion from this course! It is also expected that students

will follow the Argyle **STUDENT CODE OF CONDUCT** which is outlined in the Student Agenda Book.

Students can expect to work in a clean, positive, and safe environment – one that is free from racism, sexism, and all other forms of harassment. Each student can also expect to be treated fairly and respectfully by the teacher and fellow students. If a student feels these expectations are not met, please speak to the teacher.

1. Arrive to class on time, prepared and ready to work.
2. Clean up and put away all supplies.
3. Be respectful towards others and the equipment/materials.
4. No food or drinks in class.
5. No visitors, hall wandering, extended washroom/cafeteria detours.