

Studio Arts 3D 11 2021-22
Ceramics & Sculpture
COURSE OUTLINE & GENERAL EXPECTATIONS

BIG IDEAS

- An artist's intention transforms **materials** into 3-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**
- 3-dimensional artistic works provide unique **aesthetic experiences** in a variety of contexts.

OVERVIEW

This is an intermediate level course exploring 3D art forms. Previous instruction in visual arts (Studio Art 10 or 11, Studio Arts 3D 10), particularly working with clay modeling, is highly recommended and beneficial. Students may work with materials such as clay, paper, wire, metal and/or plastic to create functional pottery and art sculpture. 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 in-studio is expected so students can receive instruction and keep up with project deadlines and course requirements. Lessons and learning resource will also be posted on MS Teams; therefore, students will need to check class team channels regularly. Students will be attending along with others enrolled in Jr and Sr levels of Studio Art 3D.

CONTENT

Students are expected to participate both in exercises and assignments aimed to enhance their knowledge and understanding of:

- Elements of visual art & design
- Principles and post-modern principles of art & design
- Image development strategies
- Materials, technologies, and processes for 3D artistic works
- Creative processes and practical application of these to artworks
- Physical properties and impacts of various materials employed, e.g. Clay, paper, wire, card
- Symbols and metaphors in art visual culture; 'reading' art
- Influences of visual culture in social and other media, and in artistic expression
- Traditional and contemporary First Peoples worldviews, stories, and practices, as expressed through 3D artistic works
- Contributions of traditional, innovative, and intercultural artists from a variety of movements, and periods
- Moral rights, and the ethics of cultural appropriation and plagiarism
- Health and safety protocols and procedures in the art studio

Students are expected to be able to do the following:

- 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 and with various media
- 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
- Understand the purpose of a critique and choose when to apply suggestions
- Describe and analyze how artists use materials, technologies, processes, and environments in 3D art making
- Analyze design choices in 3D artistic works
- 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
- 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

EVALUATION

Students will create three-dimensional (3D) artwork using sensory inspiration, imagination, and inquiry. They will be expected to explore artistic possibilities, push boundaries and take creative risks. While some students may complete more or fewer projects than others, both process and product will be evaluated:

- 40% Cumulative (projects, presentations)
- 30% Formative (exercises, explorations with materials, participation)
- 30% Cognitive (written or oral critiques, reflections, research, idea development)

Marks are cumulative from term start to finish.

SUPPLIES

Most supplies such as clay are provided for by the teacher through course fees, students are encouraged to supplement some projects with resources or materials brought from home, particularly with mixed-media and up-cycled artwork. Bringing a pencil and notepaper is always a good idea. Students are expected to use classroom supplies and resources respectfully, report spills or breakages, and clean up their own workspace at end of class according to WorkSafe and Covid-19 specifications.

CURRICULUM LINK:

<https://curriculum.gov.bc.ca/curriculum/arts-education/11/studio-arts-3D>

Jill Warland

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Course Instructor

jwarland@sd44.ca