3D Studio Art 1

Visual Art- Year at a Glance
M/J Three-Dimensional Studio Art 1
Course # # 0101040

A Note to Parents: This course is a semester course. In this document, the standards have been broken into six categories over four quarters: Investigation, Artistic Development, Artistic Application, Reflection, Vocabulary and technology. Students will address the course's standards through the study and production of art in the following possible categories/mediums: Clay, Plaster and Mixed Media.

Please note: the units of study listed below indicate the course sequence. Instructional pacing may vary.

Course Description

Students begin an exploration of the structural elements of art used when creating 3-D forms. Additive and subtractive processes are used to manipulate and construct sculptural or ceramic forms in media that may include, but are not limited to clay, wood, plaster, found objects, and paper maché, with consideration of the workability, durability, cost, and toxicity of the media used. Student artists examine the effects of attention to detail, size, position, overlapping, visual pattern, and texture, and these considerations will be reflected in the surface and structural qualities of completed art forms. Students in the 3-D art studio focus on use of safety procedures for process, media, and techniques. Student artists use an art criticism process to evaluate, explain, and measure artistic growth in personal or group works. This course incorporates hands-on activities and consumption of art materials.

CPALM Link

M/J Three-Dimensional Studio Art 1: https://www.cpalms.org/PreviewCourse/Preview/4670

	Unit of Study	
Quarter 1 Aug 10 - Oct 12	*Investigation*	• Identify qualities of exemplary artworks that are evident and transferable to the judgment of personal work. • Examine artworks to form ideas and criteria by which to judge/assess and inspire personal works and artistic growth. • Incorporate accurate art vocabulary during the analysis process to describe the structural elements of art and organizational principles of design. • Identify suitable audience behavior needed to view or experience artworks found in school, art exhibits, museums, and/or community cultural venues. • Explain the purpose of public art in the community.
Quarter 2 Oct. 13 – Dec 22	*Artistic Development*	• Use non-traditional thinking and various techniques to create two-, three-, and/or four-dimensional artworks. • Follow directions and complete art tasks in a timely manner to show development of 21st-century skills.

		• Apply two-dimensional techniques and media to create or enhance three-dimensional artwork. • Select various media and techniques to communicate personal symbols and ideas through the organization of the structural elements of art.
Quarter 3 Jan 11 - Mar 11	*Artistic Application and Reflection*	• Organize the structural elements of art to achieve artistic goals when producing personal works of art. • Use two-dimensional or three-dimensional art materials and tools to understand the potential and limitations of each. • Demonstrate understanding of safety protocols for media, tools, processes, and techniques. • Demonstrate respect for copyright laws and intellectual property ownership when creating and producing works of art. • Apply two-dimensional techniques and media to create or enhance three-dimensional artwork**.** • Create imaginative works to include background knowledge or information from other subjects. • Use non-traditional thinking and various techniques to create two-, three-, and/or four-dimensional artworks. • Investigate career opportunities available in the visual arts to determine requisite skills and qualifications for each field. • Identify the function of structural elements of art and organizational principles of design to create and reflect on artwork. • Select and use the structural elements of art and organizational principles of design to document images in various formats for public audiences.
Quarter 4 Mar 22 – May 27	*Vocabulary and Technology*	• Use accurate art vocabulary to explain the creative and art-making processes. • Incorporate accurate art vocabulary during the analysis process to describe the structural elements of art and organizational principles of design. • Use media, technology, and other resources to derive ideas for personal art-making.

Course Resources may include

- Art 21: https://www.pbs.org/show/art-21/
- Google Art Project: https://artsandculture.google.com/
- Adobe Kuler: https://color.adobe.com/create/color-wheel/
- Artsology (Art games): https://artsology.com/games.php

For additional supplemental resources, please see your child's course syllabus.