

Exploring 3D Art

Visual Art- Year at a Glance

M/J Exploring Three-Dimensional Art Course # 0101035

<u>A Note to Parents</u>: This course is a semester course. In this document, the standards have been broken into six categories: 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 learn to translate their two-dimensional skills into three-dimensional forms through the exploration of natural, abstract, and synthetic sculptural forms using materials that may include, but are not limited to, clay, plaster, and mixed media for creative expression. These student artists develop perceptual, creative, technical, and problemsolving skills in a sculptural context as they design and produce works of art with personal expression. Students in M/J Exploring Three-Dimensional Art focus on use of safety procedures for process, media, and techniques. This course incorporates hands-on activities and consumption of art materials.

CPALM Link

M/J Exploring Three-Dimensional Art: https://www.cpalms.org/PreviewCourse/Preview/4669

	Unit of Study	
Quarter 1	Investigation and	Examine artworks to form ideas and criteria by which to
Aug 10 - Oct 12	Artistic Development	judge/assess and inspire personal works and artistic growth.
OR		Incorporate accurate art vocabulary during the analysis recess to describe the structural elements of ort and
Quarter 3		process to describe the structural elements of art and organizational principles of design.
Jan 11 - Mar 11		 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.
		 Use non-traditional thinking and various techniques to create three-dimensional artworks.
		 Follow directions and complete art tasks in a timely manner to show development of 21st-century skills.
		 Use media, technology, and other resources to derive ideas for personal art-making.
		 Apply two-dimensional techniques and media to create or enhance three-dimensional artwork.

Quarter 2Oct. 13 – Dec 22

OR

Artistic Application/Reflection and Vocabulary/ Technology

Quarter 4

Mar 22 – May 27

- Create artwork requiring sequentially ordered procedures and specified media to achieve intended results.
- 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.
- 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.
- Apply a range of interests and contextual connections to influence the art-making and self-reflection processes.
- Identify the function of structural elements of art and organizational principles of design to create and reflect on artwork.
- 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.

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