

*Students will be able to:* METHODS, MATERIALS AND TECHNIQUES

- Use a variety of ceramics, glass, modeling clay, paper and other media and techniques.
- Create three-dimensional artwork using an expanded range of media and techniques.
- Use computer for reference.
- Use the design art industry standard Mac platform computers.

*Students will be able to:* ELEMENTS OF ART AND PRINCIPLES OF DESIGN

- Sculpt from observation showing three-dimensional form and space.
- Understand and explore two-dimensional elements and principles of design as they apply to design for three-dimensional projects.
- Create composition showing emphasis, repetition and unity.
- Create three-dimensional work that demonstrates how elements and principles of art can be applied to ceramic sculpture in modeling, hand-building, slab-construction, and wheel-thrown forms.

*Students will be able to:* OBSERVATION, ABSTRACTION,  
INVENTION AND EXPRESSION

- Create three-dimensional artwork that shows abstraction in hand-built, slab-constructed, and wheel-thrown ceramics forms.
- Create three-dimensional artwork that shows abstraction in stained glass design and production.
- Create three-dimensional artwork that shows realism.

*Students will be able to:* DRAFTING, REVISING AND EXHIBITING

- Conduct discussions, as a class, about art through peer critiques.
- Maintain a portfolio.
- Produce work that shows revision to craftsmanship of projects.
- Demonstrate the ability to conceptualize, organize and complete a piece of work.

*Students will be able to:* CRITICAL RESPONSE

- Research and discuss a body of work or an artist and present findings in written, visual, or oral form.
- Participate, as a class, in peer critiques of artwork from class.

*Students will be able to:* PURPOSE AND MEANING IN THE ARTS

- Describe and analyze art forms that integrate practical functions with aesthetic concerns.

*Students will be able to:* ROLES AS ARTISTS IN COMMUNITIES

- Analyze how ceramic arts and artists are portrayed in magazines, video and film as well as electronic media.
- Describe the roles of sculptors as architects, ceramicists, and artisans and their activities and achievements.

*Students will be able to:* \_\_\_\_\_ CONCEPTS OF STYLE, STYLISTIC  
INFLUENCE, AND STYLISTIC CHANGE

- Classify sculpture from various world cultures, styles, and historical time periods and explain what traditions are manifested in the work.