

East Penn School District
Secondary Curriculum

A Planned Course Statement
for

3-D Foundations Crafts/3-D Design

Course # 718

Grade(s) 9,10,11,12

Department: Art

Length of Period (mins.) 40

Total Clock Hours: 60

Periods per Cycle: 6

Length of Course (yrs.) 0.5

Type of Offering: required elective

Credit: 0.5

Adopted: 4/23/07

Developed by:

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Description of Course

Course Title: 3-D Foundations Crafts/3-D Design

Description: Students will participate in various introductory craft 3-D design projects, which reflect the influence of specific cultural groups. Students will see and explore the possible 3 Dimensional Design avenues such as architecture, fashion, interior and product design. Students make functional and non-functional objects using a variety of techniques and materials. This course satisfies the pre-requisite for 3-D Design I, Crafts I, and Ceramics I.

Goals: Students will

- be introduced to the elements and principles of design by creating 3-D/Crafts pieces.
- express ideas using various materials and techniques.
- demonstrate an awareness of structure and function in art.
- demonstrate an awareness of the personally expressive nature of the art process.
- explore the cultural context in which art pieces were created by viewing original works as well as reproductions.
- develop a vocabulary, both visual and literal, which permits assessment and discussion of art works.
- increase visual literacy by viewing art works, real objects, and computer images.
- become aware of careers in the arts.
- incorporate the effective and safe use of materials, equipment and tools into the production of art works.

Requirements: Students will

- maintain a sketchbook, which reflects a personal approach to drawing, development of ideas, and selection and use of materials.
- participate in critiques in order to think about and to discuss objectively and critically art works by others as well as oneself.
- exhibit an understanding of the function of art elements and principles in the creation of an art work.
- demonstrate the ability to plan and execute craft and 3-D ideas using various materials.
- use accepted display techniques in presenting finished work.
- read assigned textual materials.

Key to Levels of Achievement (Listed with each learning objective)

Awareness (A):	Students are introduced to concepts, forms, and patterns.
Learning (L):	Students are involved in a sequence of steps and practice activities which involved further development and allow evaluation of process.
Understanding (U):	Students demonstrate ability to apply acquired concepts and skills to individual assignments and projects on an independent level.
Reinforcement (R):	Students maintain and broaden understanding of concepts and skills to accomplish tasks at a greater level of sophistication.

Unit	Num	Objective	Level	Content	Evaluation	Standard
I. Introduction	1	Students will differentiate between the qualities of craft versus machine made objects. Students will also differentiate between good product vs. poor product design.	L	<ul style="list-style-type: none"> Analytical discussion Slides Real objects 	<ul style="list-style-type: none"> Critiques/Evaluation 	9.3A
	2	Students will examine multicultural craft works and product designs of the post centuries.	L	<ul style="list-style-type: none"> Examples of craftwork from a variety of cultures Product Designs viewing from various centuries in books, magazines and internet 	<ul style="list-style-type: none"> Participation in discussion of slide shows and DVD presentations 	9.1C 9.2E
	3	Students will learn specific terminology associated with a variety of crafts and design.	L	<ul style="list-style-type: none"> Lecture/discussion Practical studio experience and usage Group discussion 	<ul style="list-style-type: none"> Critique participation Evaluation of projects 	9.1C
	4	Students will learn how to use tools and equipment for a variety of craft/product media.	L	<ul style="list-style-type: none"> Weaving, ceramics, paper, mosaics, etc. Ceramic piece will include the 3 handbuilding techniques 	<ul style="list-style-type: none"> Teacher observation 	9.1H
II. Research	5	Students will identify elements principles in history and contemporary craft and 3-D product designs.	L	<ul style="list-style-type: none"> Magazine, internet research and books 	<ul style="list-style-type: none"> Teacher observation 	9.2D
III. Design	6	Students will incorporate art elements and principle when designing projects.	L	<ul style="list-style-type: none"> Sketchbooks provide a developmental record of ideas 	<ul style="list-style-type: none"> Teacher conference 	9.1.12A
	7	Students will develop skills in observation in order to develop their own style of designing.	L	<ul style="list-style-type: none"> Observation Practice drawing Stylizing of ideas 	<ul style="list-style-type: none"> Sketchbook 	9.1A,C,D,E
IV. Construction	8	Students will interpret the crafts from around the world by creating 3-D product designs.	L	<ul style="list-style-type: none"> Studio experience Clay, Mosaic, Papermaking, Weaving, Altered art 	<ul style="list-style-type: none"> Teacher rubrics Class critiques Evaluation 	9.1A,B,H
V. Decoration	9	Students will learn a variety of embellishment techniques to create surface design to craft/product design projects.	L	<ul style="list-style-type: none"> Beads, wire, mosaic glass, stitchery, batik, printing 	<ul style="list-style-type: none"> Teacher rubric 	9.1D,E,F
VI. Criticism	10	Students will develop criteria for critical analysis of their work and work of others.	R	<ul style="list-style-type: none"> Participate in class critiques 	<ul style="list-style-type: none"> Student/teacher participation in oral critique 	9.3A,B,D,E

Unit	Num	Objective	Level	Content	Evaluation	Standard
VII. Technology	11	Students will demonstrate the ability to use appropriate technology as a design tool.	L	<ul style="list-style-type: none"> Use of appropriate hardware and software programs to edit and modify artworks and finished pieces Use the internet as research tool Technology needed: teacher laptop, MS Office, proxima, Adobe Illustrator, Adobe Indesign and Adobe Photoshop, color printer, digital camera, scanner, MacLab laptops 	<ul style="list-style-type: none"> Teacher observation Test 	9.1J
VIII. Display	12	Students will learn appropriate display techniques.	L	<ul style="list-style-type: none"> Create settings which enhance the display of projects. 	<ul style="list-style-type: none"> Teacher rubric 	9.4B,C,D
IX. Career	13	Students will explore careers in areas of design such as interior, fashion, architectural, product, and craftsman.	L	<ul style="list-style-type: none"> Read textual materials, artist-in-residence, topical magazines, personal interviews, etc. 	<ul style="list-style-type: none"> Teacher evaluation Studio expectation 	9.1I
X. Citizenship	14	Students will recognize personal responsibility for maintaining classroom cleanliness and safety.	U	<ul style="list-style-type: none"> Care of tools, materials, equipment, and classroom environment in an appropriate manner to create a positive and safe workspace 	<ul style="list-style-type: none"> Citizenship project rubric 	9.1H