Sculpture Curriculum Map

Standards	Content	Skills/Practices	Materials/ Resources	Assessments (All) Daily/Weekly/ Benchmarks	Timeline (Months/Wee ks/Days)
Cr:1. Generate and conceptualize artistic ideas and work. Cr:2. Organize and develop artistic ideas and work Pr:5. Develop and refine artistic techniques and work for presentation Re:7. Perceive and analyze artistic work	1-Clay Mug: Additive Methods of form building -introduction project	history/origins of clay, clay use, tools, and safety. HANDBUILDING TECHNIQUES: Slab construction	Overhead projector, handouts, physical artworks, clay, clay tools, and kiln.	Individual critiques daily, group critiques vary through the duration of the project. Successful creation of the artwork supported by the goals and expectations of the project	1-2 weeks for creation. 1 week dying, 2 days firing
Cr:1. Generate and conceptualize artistic ideas and	2-Human Facial Features: Clay Tile	history/origins of clay, tools, and safety. Slab Roller. -Wood sculpting Angel (surface for	Overhead projector, handouts, physical artworks, clay, clay tools, and kiln. Mirror, camera, Plaster Skull and	Individual critiques daily, group critiques vary through the duration of the project. Successful creation of the artwork supported by the goals and expectations of the project	1-3weeks for creation. 1 week drying, 2 days firing

work. **Cr:2. Organize and develop artistic ideas and work** **Pr:5. Develop and refine artistic techniques and work for presentation** **Re:7. Perceive and analyze artistic work**		the kids to sculpt facing their work)	handouts specific to the demonstration of sculpting the human facial features.		
Cr:1. Generate and conceptualize artistic ideas and work. **Cr:2. Organize and develop artistic ideas and**	3-Human Facial Features: Study in Greenman	history/origins of clay, clay use, tools, and safety. Slab Roller, forms to drape. -Relief: Bas & High -Architectural uses -Cultural and societal uses -elements & principles of design 3D fundamentals in form	Overhead projector, handouts, physical artworks, clay, clay tools, and kiln Mirror, camera, Plaster Skull and handouts specific to the demonstration of sculpting the human facial features.	Individual critiques daily, group critiques vary through the duration of the project. Successful creation of the artwork supported by the goals and expectations of the project	1-3 weeks for creation. 1-2 weeks drying, 2 days firing

work **Pr:5.** Develop and refine artistic techniques and work for presentation **Re:7.** Perceive and analyze artistic work		-wood to transport and maintain workability of greenman			
Cr:1. Generate and conceptualize artistic ideas and work. **Cr:2.** Organize and develop artistic ideas and work **Pr:5.** Develop and refine artistic techniques and work for	4-Creating a bust Study in Gargoyles -sculpting their interpretation of a gargoyle (bust)	history/origins of clay, clay use, tools, and safety. Slab Roller, forms to drape. -Architectural uses -Cultural and societal uses -elements & principles of design 3D fundamentals in form. -wood armature	Overhead projector, handouts, physical artworks, clay, clay tools, and kiln Mirror, camera, Plaster Skull and handouts specific to the demonstration of sculpting the human facial features.	Individual critiques daily, group critiques vary through the duration of the project. Successful creation of the artwork supported by the goals and expectations of the project	1-3 weeks for creation. 1-3 weeks drying, 2 days firing

presentation **Re:7. Perceive and analyze artistic work**					
Cr:1. Generate and conceptualize artistic ideas and work. **Cr:2. Organize and develop artistic ideas and work** **Pr:5. Develop and refine artistic techniques and work for** **Re:7. Perceive and analyze artistic work** **Cn:11. Relate artistic ideas and works with societal, cultural**	5-Abstract sculpture human figurative form PARTI: sketchbook & Marquette sculpture PART II: Final sculpture 2-3 x larger than the maquette 3 specific artist for research: **-Henry Moore** **-Barbara Hepworth** **-Allan Houser** **NOTE: artist may change year to year**	**A maquette is a scale model or rough draft of an unfinished *sculpture*. An equivalent term is bozzetto, from the Italian word for "*sketch*".** **Conceptual (theme) Goals:** •How does your form represent your theme?. •Your form is open to you. •Your imagery needs to express an internal feeling through: A.Symbolic B.Literal C.Metaphoric ● **Physical**	-sketchbook -pencil FOR THE MAQUETTE: -green foam block -rasps -xacto knife FOR THE SCULPTURE: -newspaper -masking tape -plaster gauze -Sculpting tools	Individual critiques daily, group critiques vary through the duration of the project. Successful creation of the artwork supported by the goals and expectations of the project	1 week foam block maquette creation 1-2 week final sculptural form

and historical context to deepen understanding.		**(creation/working/making art) Goals:** •Size, shape, & volume is open to you. (no larger than 18"x18"x18") •Surface texture is open to you. •MATERIAL: 1.Wire 2.Newspaper 3.Foam 4.Plaster gauze •REMEMBER: your principles and elements of design. •3D METHODS USED: 1.Constructive 2.Additive 3.Subtractive Combined Process			