Instructor

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Sculpture 1

Duration

18 weeks - 1 credit

<u>Grades</u>

10th - 12th

Course Description

Prerequisites: None

Students who enjoy working with their hands will explore basic methods and materials of sculpture. Studio assignments will challenge students to combine common sense, craftsmanship, creativity, and aesthetics. Students will be addressing the elements and principles of design and effectively critiquing their own work.

Course Delivery

With the integration of technology into the classroom, course information (assignment sheets, grade sheets, due dates, course materials) will be delivered in several ways:

<u>In Person</u>

Through face to face interactions. This includes live demos, direct instruction, and conversations as you work in the studio. It is the student's responsibility to ask questions when they don't understand or need help.

<u>Online</u>

Through the use of Google and a Course Wiki page, course material may be "flipped", meaning that some materials that would be traditionally delivered in the lecture format may be delivered through YouTube videos or other means.

Google Classroom

All materials for class that used to be handed out on paper (i.e. assignment sheets, grade sheets, critique forms, etc.) will be distributed electronically. In addition, one of the features of Classroom is that a calendar is created that students can access with due dates on it. It is the responsibility of the student to check the Google Classroom site and be aware of due dates and course materials.

<u>ASPEN</u>

Grades will be posted in ASPEN. If you see any discrepancies in your grade please alert Mr. McVitty ASAP! If you see an "M" (Missing grade) in ASPEN that means that your assignment is missing and you have an opportunity to make up the work. An "M" calculates as a zero until the work is made up. If the grade is a zero, then you have missed a deadline, did not make prior arrangements, or failed to make up work in a timely manner. A grade of zero is non negotiable.

Classroom Expectations & Rules

Be on time

• You need to be to class on time. If you are going to be late get a pass. You will be written up for being late more than once.

NO!

• The following things will not be tolerated in class: No Food, No Drinks (Without a nurses note), and Absolutely no Texting! If you are caught with any of these things you will be written up.

You are expected to be courteous

• You need to show respect to get respect. You need to use proper manners in class. Ask for things, do no presume to tell me or anyone else in class what you are or aren't going to do. Respect other students in the room and the projects that are out in the room. Help each other out when possible. Seats are assigned at the beginning of class. It is up to the class as to whether you will get to choose your own seats. You may listen to music from an MP3 or iPod as long as you are using headphones and you are not texting.

You are expected to be responsible

• You, and only you, are responsible for the grades that you receive, the work that you do or do not do, work that you miss due to absence, and maintaining your storage and workspace. You are also responsible for your behavior.

You are responsible for the digital content provided in this course

- Course information is located on the Google Classroom page along with due dates and links to course materials. The course will be delivered in person and digitally. You are responsible to complete all assignments.
- If you miss a day of class, information will be provided through Classroom. If you are having trouble accessing the information you need to talk to me immediately.

You are expected to communicate with Mr. McVitty

• If you are having trouble meeting a deadline for an assignment you need to talk to me prior to the deadline. If you talk to me before the deadline we can work on renegotiating the deadline. If you do not talk to me prior to the deadline a zero will be entered.

You are expected to be unique and self expressive with your projects

• Your work needs to be your own. NO copyrighted or trademarked images may be incorporated in any project.

You are expected to push yourself

• Not doing work or just doing the minimum is not disrespectful to me it is disrespectful of yourself. You owe it to yourself to push yourself so that your abilities improve. MISTAKES ARE ALLOWED! Learn from them!

Your Course Grade

Your grade in this course is based on the two main components in creating any work of art: the Process and the Product. The Process will account for 50% of your grade. The Product will account for the other 50% of your grade. The following explains each component:

The Process (50%)

Performance Grade (25%)

• The first half of your Process grade will be based on your work ethic, the degree to which you show commitment to your tasks, your behavior in the classroom, your efficiency, how responsibly you conduct yourself, your ability to budget your time, your degree of organization, how well you cooperate, having your work handed in on time, clean up, etc. A record of your performance is kept everyday in the attendance folder. You receive 5 points for walking into class that day. Points are lost during class due to different performance codes (See sample attendance sheet in your course folder).

Written Performance Grade (25%).

• The second half of your Process grade is based on written assignments in class. This grade will primarily be made up of your FlipGrid journal checks every week and the rubrics that accompany each assignment. Critiques (if applicable), tests and quizzes will also be recorded in this section.

The Product (50%)

Project Grade (50%)

• Your product, or project, represents the culmination of the entire process. It shows how well you have been able to use certain requirements and guidelines to come up with creative solutions to a problem. This portion of your grade includes any project you complete during the course. This may include assignments completed in class or out of class. If you are absent YOU are responsible for finding out what you missed. Materials are located on the Google Classroom page along with due dates and links to course materials.

<u>Final Exam</u>

You will have a final exam that focuses on the projects that you completed as well as terms and concepts covered during the course.

Grade Calculation

Quarter Grade

To calculate your grade for the quarter use the following formula:

Performance points/Possible Performance points x .25 + Written Performance points/Possible Written Performance points x .25 + Project points/Possible Project points x .5

Quarter Grade

Grade Calculation (Continued)

Course Grade

Your overall grade for the course (F1) is based on the following values: Quarter 1/3 Grade = 40%, Quarter 2/4 Grade = 40%, Final Exam (E1)= 20%

Q1/Q3 Grade x .4 + Q2/Q4 Grade x .4 + Final Exam x .2 Semester Grade

Course Outline

The following is a list of the assignments that you will be completing during this course. Each assignment contains a brief description of the assignment/project.

-Introduction to Sculpture-

Being an Artist

What does it mean to be an artists? How does taking an Art class benefit you in your high school career?

Introduction

You will be introduced to the methods and media of sculpture, the elements and principles of art, some history associated with sculpture, and how to speak intelligently about art.

-Methods and Media (Pre-instruction Samples)-

Glaze Samples (Modeling/Carving)

You will be creating small clay pieces to familiarize you with clay and to be used for glaze samples later in class

Plaster Samples (Casting)

You will be creating small designs that will you will create molds for and then cast in plaster.

Found Objects Sample (Assemblage)

You will be creating a small piece that is made entirely from found objects

-Relief Sculptures-

Carved & Modeled Relief (Medallions/Mandalas)

You will be creating a circular design that will be transferred to clay then the design will be carved and modeled to create relief. The piece will be glazed.

Casting/Modeling/Carving Relief (Cast Plaster)

You will be creating a square design that is carved and modeled from modeling clay and then cast in plaster. The resulting plaster cast will be painted as the final piece.

Assemblage Relief

You will be creating a piece out of found objects only. You will be provided with some of the materials, but you may include your own stuff.

-Unit/Project-

Carved & Modeled Freestanding (Gargoyle)

You will be creating a unique gargoyle that lets you work with exaggeration, expression, balance, and the construction of a form that must be hollowed.

Freestanding Construction (Wire Flgure)

You will be creating a wire figure that lets you work with the human form and the proportions associated with it.

Casting & Carving

You will be working with an animal form. This will give you the opportunity to work with a form that differs from the human form, but still requires you to concentrate on proportions.

**Note: You may be working on multiple projects at any one time. I will be guiding you through the time management for this class. If you fall behind on one project, it may affect the others. If you miss class be prepared to have to make up the work at home.

-Critique Writing-

Writing Critiques

You will be required to write critiques for several projects in this course. We will practice writing a critique so that I can provide you with feedback that you can use for future critiques. Critiques will be graded, with feedback, and returned as a tool for you to advance your critique writing skills. If you can demonstrate your understanding of the critique process by writing two perfect critiques you will not be required to write anymore critique for this class.