*\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Visual Arts Standards of Learning*

**Ceramics I: 3-D Studio Foundations**

The Art I standards emphasize the development of abilities to recognize visual arts content, concepts, and skills to create, discuss, and understand original works of art. The standards represent a thematic approach to visual communication and production, cultural context and art history, judgment and criticism, and aesthetics through which students will develop understanding and appreciation for the visual arts.

**Visual Communication and Production**

AI.1 The student will maintain a sketchbook/journal of ideas and writings to use as a resource and

 planning tool.

AI.3 The student will produce works of art that demonstrate the experimental application of the

 elements of art and the principles of design.

AI.4 The student will use technology to create works of art that integrate electronic and traditional

 media.

AI.6 The student will produce works of art that demonstrate an understanding of two-dimensional

 and three-dimensional art media, with emphases on drawing, painting, and sculpture.

AI.7 The student will use a variety of subject matter and symbols to express ideas in works of art.

AI.8 The student will create works of art that represent originality, personal expression, and

 craftsmanship.

**Cultural Context and Art History**

AI.11 The student will describe and discuss various art-related careers (e.g., art historian, art critic,

 museum educator, curator, art educator).

AI.12 The student will describe connections among media, elements of art, principles of design,

 themes, and concepts found in historical and contemporary art.

AI.13 The student will describe works of art, using appropriate art vocabulary.

AI.14 The student will identify major art movements and influential artists according to locations,

 cultures, and historical periods.

AI.15 The student will identify features of a work of art, including media, subject matter, and formal

 choices, that influence meaning.

AI.16 The student will describe the role of mass media in influencing preference, perception, and

 communication.

AI.17 The student will describe and analyze the function, purpose, and perceived meanings of specific

 works of art studied.

AI.18 The student will identify and examine symbols in works of art and discuss possible reasons for

 their use.

**Judgment and Criticism**

AI.19 The student will employ critical evaluation skills and use appropriate art vocabulary when

 evaluating and interpreting works of art.

AI.20 The student will critique works of art with reference to the elements of art and the principles of

 design.

AI.21 The student will analyze an original work of art by describing, responding, analyzing,

 interpreting, and judging or evaluating.

AI.22 The student will differentiate between personal preference and informed judgment when

 discussing works of art.

AI.23 The student will use established criteria to participate in critiques.

AI.24 The student will describe criteria affecting quality in a work of art, including concept,

 composition, technical skills, realization of perceived intentions, and the work of art as a

 whole.

AI.25 The student will classify works of art as representational, abstract, nonobjective, and/or

 conceptual.

**Aesthetics**

AI.26 The student will discuss how aesthetics are reflected in everyday life.

AI.27 The student will discuss ways that aesthetic responses to works of art differ from judgments.

AI.28 The student will demonstrate in writing the ability to support personal criteria for making visual

 aesthetic judgments.

AI.29 The student will discuss current problems and issues of the art world.

AI.30 The student will study and describe the aesthetic properties found in works of art.

AI.31 The student will speculate on the intentions and choices of those who created a work of art.

AI.32 The student will discuss art from a variety of aesthetic stances, including formalism,

 expressionism, contextualism, and imitationalism.

AI.33 The student will formulate a definition for the word *art* and defend that definition in relation to

 objects in the world.

**Ceramics I Curriculum**

**I. Introduction to Clay**

* Texturing clay
* Creating a variety of tools
* Found objects
* Consistency of clay - application, incision, impression and piercing
* Studio Maintenance

**II. Hand-building**

**Pinch**

* Construction - developing shape, enclosed form
* Finishing - making bases, facets, extensions, additions
* Cultural Context
* Judgment /Criticism

**Coil**

* Construction – round or flat
* Developing Shape - formers, templates, shape changes
* Decorative techniques
* Cut and fill techniques
* Useful tools for developing shape
* Cultural Context
* Judgment/ Criticism

**Slab**

* Construction – join techniques bevel, miter, finishing
* Form – draping, slumping, wrapping, folding, tiles
* Cultural Context
* Judgment/ Criticism
1. **The Basics of Throwing**
* Throwing basics – wedging clay, centering, opening, creating base,

mechanics of lifting, correct hand/ finger positions, finishing/trimming, removing and storage.

* Throwing principle shapes – cylinder, sphere and cone
* Appendages – foot, lips, handles, knobs
* Cultural Context
* Judgment/ Criticism
1. **Sculptural Ceramics**
* Construction – 2-Dimensional and 3-Dimensional
* Form – figurative, abstract and non-objective
* Cultural Context
* Judgment/ Criticism
1. **Surface Decoration -**
* Marks of Texture: Slash, Scratch, Carve and Cut
* Marks of Addition and Removal: Sprigging, Dipping, Burnishing
* Marks of Impression: Stamps, Rolled, Found Objects, Prints and Transfers
* Marks of Liquid Clays: Terra Sig, Slips, Underglazes
* Marks of the Brush: Banding, Resists, Stipple
* Marks of the Glaze: Pouring, Spraying, Spattering, Sponging, Trailing
* Marks of Heat, Flame and Smoke: Sawdust, Sagger, Flashing and Fuming
1. **Glazing**
* Introduction to properties of glazing
* Transparent
* Semi-transparent
* Opaque
* Semi-Opaque
* Under glazes
* Application Techniques – under, over and layers
1. **Firing**
* Stages of Clay – plastic, leather, bone and bisque
* Temperature Range for earthen-ware, stone-ware and porcelain
* Cones - firing range
* Vitrification and glaze
* Alternative Firings