Unit 6: Innovation and repurposed materials

Content Area: **Art**
Course(s): **Art Experience, Jewelry Design 1**
Time Period: **February**
Length: **10 blocks**
Status: **Published**

Enduring Understandings

Big Idea: Reuse, reduce, repurpose, recycle using good design

- Available tools, techniques, and materials influence artistic expression.
- An artist's inspiration is a blend of experiences and influences.
- The process of creating can innovative and creative using recycled products
- Geographical location has an impact on sustainable design.

Essential Questions

- How can recycling be turned in to repuposed designs?
- What everyday objects are available to transform into great design?
- What impact does recycled materials have on the earth?
- Am I a global thinker?
- How has Isaiah Zagar (Magic Gardens) transformed materials into a aesthetically pleasing creative environment.
- What is the steam punk movement and how does it effect design?
- How does geographical area effect design?
- What is mixed media?

Content

Vocabulary:

- found objects-- sea glass, leather belts, hardware and plumbing materials, broken jewelry and watches tyvek, plastic gift cards, game pieces.....
- recycling
- repurposing
- embellishment
- steam punk movement

Recycling has been an important topic globally. As Artists we can contribute to this global initiative through creativity, innovation and the use of good design. Transforming objects of utilitarian use to objects of art

promotes better product design "green thinking" and reduces our carbon footprint.

A field trip to Magic Gardens to observe an artists space completely transformed from recycled and found objects will provide.creative and innovative inspiration

Skills

- Create sketches to convey artistic ideas
- Create a sketchbook from plumbers strapping tape and hardware.
- Develop skill looking beyond an objects original purpose to create something innovative
- Experiment with various recycled materials to create jewelry.
- Demonstrate ability to use apply critical thinking skills to invent new ideas
- Incorporate a variey of of mixed media in to jewelry design.
- create a piece of jewelry using sea glass
- Repupose and recycle leather belts into acuff design
- Reinforce grommeting techniques on a different scale
- create jewelry from hammering and forging copper tubing.
- Incorporate the elements and principles of design into new projects

Resources

Student materials kit includes

round nose pliers
chain nose pliers
flat nose pliers

Bent chain nose

Side cutter

6 mini files set

Jewelers saw

Bench pin

Safety goggles

Sandpaper 8 grits package

Toothbrush

Classroom tools

forming pliers
side and flush cutters, snips
crimping pliers
findings--jump rings, crimps, lobster claw, earring wires, crimp covers, spring rings, toggles, cones, beads, found objects, bench block, nylon jaw pliers for wire
wire gauge,headpins and eyepins, resin, etching materials, patina, sheet metal, helicopter punch,

Copper and nickel wire, mandrels, multiple hammers, stamps, sponges, steel wool, pickle pot, enameling kiln, microwave glass kiln, spray booth for varnishes and sealers, various oven baked polymer clay, toaster oven, solder, butane torch, kiln brick flux, rubber cement, drill press, copper tongs, self locking tweezers
sketchbooks

Safety Goggles (When needed)

Chromebooks and smartphones for student research and esl programs
Printer for photos, templates and artwork

Teacher pinterest acct. with technique examples
Pinterest groups -- idea for examples and business branding, sales

Reference Books-- Teacher's personal classroom library

"Making Etched Jewelry- Techniques and Projects,Step by Step"--- Kris Robinson and Ruth Rae

"PATINA 300+ Coloration Effects for Jewelers & Metalsmiths"----- Matthew Runfola
"Stamped Metal Jewelry- Creative Techniques & Designs for Making Custom Jewelry"---- Lisa Niven Kelly
“ New Stamped Metal Jewelry” --Lisa Niven Kelly and

"Making Metal Jewelry"---- Tim McCreight

"Metal Artists’ Workbench"---- Thomas Mann

Youtube instructional videos by Jewelry Artists

Classroom samples and models
Color wheel, sketchbooks
Previous student examples
“Jewelry artist” magazines
www.JewelryMakingDaily.com
www.beaducation.com

Standards

NJ: Grade 12

9.1 21st-Century Life & Career Skills

9.1 21st-Century Life & Career Skills: All students will demonstrate the creative, critical thinking, collaboration, and problem-solving skills needed to function successfully as both global citizens and workers in diverse ethnic and organizational cultures.

A. Critical Thinking and Problem SolvingShow details

9.1.12.A.1 Apply critical thinking and problem-solving strategies during structured learning experiences.

9.1.12.A.4 Justify problem-solving strategies used in the development of a particular innovative product or practice in the United States and in another country.

F. Accountability, Productivity, and EthicsShow details

9.1.12.F.2 Demonstrate a positive work ethic in various settings, including the classroom and during structured learning experiences.

VPA.1.1.12	All students will demonstrate an understanding of the elements and principles that govern the creation of works of art in dance, music, theatre, and visual art.
VPA.1.1.12.D	Visual Art
VPA.1.1.12.D.1	Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes.
VPA.1.3.12	All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing, and/or presenting works of art in dance, music, theatre, and visual art.
VPA.1.3.12.D	Visual Art
VPA.1.3.12.D.1	Synthesize the elements of art and principles of design in an original portfolio of two- and three-dimensional artworks that reflects personal style and a high degree of technical proficiency and expressivity.
VPA.1.3.12.D.2	Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding.
VPA.1.3.12.D.4	Analyze the syntax and compositional and stylistic principles of two- and three-dimensional artworks in multiple art media (including computer-assisted artwork), and interpret themes and symbols suggested by the artworks.
VPA.1.4.12	All students will demonstrate and apply an understanding of arts philosophies, judgment, and analysis to works of art in dance, music, theatre, and visual art.
VPA.1.4.12.B	Critique Methodologies
VPA.1.4.12.B.2	Evaluate how an artist's technical proficiency may affect the creation or presentation of a work of art, as well as how the context in which a work is performed or shown may impact perceptions of its significance/meaning.