Unit 1: Basic tools and materials- wireworking

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

Transfer

Tools and Materials used properly result in quality work

Enduring Understandings

- Good craftsmanship is essential for aesthetics in 3 dimensional design.
- Self expression and personal identity come from making Individual artistic choices.
- Manipulation and practice with materials can promote future success

Essential Understandings

- What impact does various materials have on modern jewelry design
- How does proper use of materials and supplies affect good craftsmanship?
- How are personal style and aesthetics created through design choices?
- Is there a difference between an Artist and a Craftsman.

Skills

How to use

- design elements and principles
- round nose pliers
- chain nose pliers
- flat nose pliers
- forming pliers
- side and flush cutters, snips
- crimping pliers
- findings--jump rings, crimps, lobster claw, earring wires, crimp covers, spring rings, toggles, cones,
- wire gauge
- metal alloys
- headpins and eyepins

Learning Objectives

- Analyze various types of findings through teacher/student discussion and demonstration.
- Identify different cultural , ethnic and historical purposes for jewelry
- Practice making wrapped loops from wire and beads
- Duplicate and Create various types of commercial findings/ closures from wire.
- Create commercially viable jewelry in multiple wire techniques
- Create a sketchbook from repurposed hardware
- Demonstrate knowlege of various tools and materials through practice and manipulation
- Design a bracelet from beads and wire
- Develop a respect for the care of tools, equipment and supplies through known safety practices.
- Demonstrate the reasonable use of time in the completion of an assignment.

Standards

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.2	Translate literary, musical, theatrical, and dance compositions by using them as stimulus/inspiration for corresponding visual artworks.
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.1.4.12	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.
WORK.9-12.9.1.12	All students will demonstrate creative, critical thinking, collaboration and problem solving skills to function successfully as global citizens and workers in diverse ethnic and organizational cultures.
WORK.9-12.9.1.12.A	Critical Thinking & Problem Solving
WORK.9-12.9.1.12.A.1	Apply critical thinking and problem-solving strategies during structured learning experiences.
WORK.9-12.9.1.12.F	Accountability, Productivity and Ethics

WORK.9-12.9.1.12.F.2	Demonstrate a positive work ethic in various settings, including the classroom and during structured learning experiences.