Unit 2: Additive

Content Area: **Arts**
Course(s): **Sculpture 3D**
Time Period: **Semester 2**
Length: **10 Weeks**
Status: **Published**

Standards

1.5.12acc.Cr	Creating
1.5.12acc.Cr1	Generating and conceptualizing ideas.
1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
1.5.12acc.Re	Responding
1.5.12acc.Re7	Perceiving and analyzing products.
1.5.12acc.Re8a	Identify types of contextual information useful in the process of constructing interpretations of an artwork or collection of works.
1.5.12acc.Re9	Applying criteria to evaluate products.
1.5.12acc.Re9a	Determine the relevance of criteria used by others to evaluate a work of art or collection of works.
1.5.12acc.Cn10a	Utilize inquiry methods of observation, research and experimentation to explore other subjects through artmaking.
1.5.12acc.Cn11	Relating artistic ideas and works within societal, cultural and historical contexts to deepen understanding.
1.5.12acc.Cn11a	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to uses of art in contemporary and local contexts.
1.5.12acc.Cn11b	Compare uses of art in a variety of societal, cultural and historical contexts and make connections to global issues, including climate change.

Enduring Understandings

1. Assemblage is a type of sculpture that been comprised of multiple objects to create a singular work of art.
2. Additive sculpture is a process in which a soft, pliable material is built up and shaped to take the form of a three-dimensional work of art.
3. Master and Contemporary artists are a great source of inspiration and knowledge for student artists.

Essential Questions

1. How can artists effectively explore and push the boundaries of the third dimension using common materials and additive processes like traditional modeling?

2. How does the viewer's interaction with a sculpture influence both the artist's intent and the ultimate interpretation of the finished piece?

3. What can we learn from master and contemporary artists who employed additive sculptural techniques in their work, and how does their approach inform our own?

Knowledge & Skills

Students will be able to:

- Recognize the elements and principles in examples of artwork.
- Utilize the elements and principles to create their work of art.
- Identify the elements and principles of art and design while engaging in verbal or written critique of artwork.
- Build upon and implement the principles and elements of design through the exploration of various 3-D mediums to create more sophisticated compositions and exhibit greater technical proficiency.
- Create compositions from concept to completion that incorporates andencourages individual expression of content while probing the concept of visual space, i.e: positive and negative space, visual balance, weight, and perspective.
- Further the exploration of their own individual process of artistic expression as they learn and understand three dimensional fundamental skills with various mediums, which may include but not limited to clay, plaster, waxes, metal, wood, fibers or found objects.
- Eexplore and develop their own individual process of artistic expression as they apply knowledge of fundamental skills in the creation of art.
- Demonstrate the ability to identify, analyze, and apply criteria for making visual, aesthetic judgements about artworks.
- Reinforce an understanding the role of sculpture as a basic aspect of art history and across various cultures while exploring such unconventional methods.
- Continue to develop confidence in articulation of their own work and critically viewing the work of others not only in group but also in individual critiques.
- Students will strengthen knowledge about contemporary and classical sculpture as it relates to art production, aesthetics, art criticism, and art history on a three dimensional foundation.

Resources & Materials

- Various traditional and non-traditional mediums and toolsInternet
- computers
- digital software and technology
- educational literature
- Master and contemporary examples of sculptures

Resources and Materials:

Books

Multi-Media (Power Point on Smartboard)

Artists Research-

Claes Oldenberg

Red Grooms

Jean Dubuffet

Alberto Giacometti

Pablo Picasso

Greek Relief

Materials-

Balsa Wood

Clay-

Plastisine

Paper Clay

Paper Pulp

Paper Mache

Recycled Materials

Transfer Goals

1. Using the additive process, students will explore a variety of materials and or found objects to create an original work of three-dimensional artwork.
2. Students will be able to analyze, interpret and talk about three-dimensional artwork in a one on one or group setting.

Assessments

Assessments

Modifications

Modifications