

# Unit 1 Exploring Sculpture through the Elements & Principles

Content Area: **Arts**  
Course(s): **Sculpture 3D**  
Time Period: **Semester 1**  
Length: **Marking Period 1 & 2; 20 weeks**  
Status: **Published**

## Standards

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MA.9-12.1.2.12prof.Cr1	Generating and conceptualizing ideas.
MA.9-12.1.2.12prof.Cr1a	Formulate multiple ideas using generative methods to develop artistic goals and solve problems in media arts creation processes.
VA.9-12.1.5.12acc.Cr2a	Through experimentation, practice and persistence, demonstrate acquisition of skills and knowledge in a chosen art form.
VA.9-12.1.5.12acc.Cr2b	Demonstrate awareness of ethical implications of making and distributing creative work.
VA.9-12.1.5.12acc.Pr5	Developing and refining techniques and models or steps needed to create products.
VA.9-12.1.5.12acc.Pr6a	Make, explain and justify connections between artists or artwork and social, cultural and political history.
VA.9-12.1.5.12acc.Cn10	Synthesizing and relating knowledge and personal experiences to create products.
MA.9-12.1.2.12prof.Cn11	Relating artistic ideas and works within societal, cultural and historical contexts to deepen understanding.
MA.9-12.1.2.12prof.Cn11a	Demonstrate and explain how media artworks and ideas relate to various contexts, purposes, and values (e.g., social trends, power, equality, personal/cultural identity).
MA.9-12.1.2.12prof.Cn11b	Critically evaluate and effectively interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, social media, virtual worlds, and digital identity.

## Enduring Understandings

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1. The elements and principles of art and design will be introduced and reinforced throughout the semester as it pertains to three-dimensional art.
2. Assemblage is a type of sculpture that has been comprised of objects to create a work of art.
3. 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.
4. Subtractive sculpture is a process in which the artist cuts or chips a form from a given mass of material to create a sculpture.

## Essential Questions

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1. Why is it important for artists to understand the elements of art and principles of design?
2. How can an artist use found objects to create a sculpture using an additive process?

3. How can artists use traditional methods of modeling to create a three-dimensional work of art?
4. How can an artist create a three-dimensional work of art using a subtractive method?

## **Knowledge & Skills**

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### **Elements of Art & Principles of Design students will be able to:**

- Identify the elements of art to be: line, shape, form, value, color, space, and texture.
- Identify the principles of design to be: balance, unity, contrast, emphasis, pattern, movement, and rhythm.
- Define each of the elements and principles.
- Recognize the elements and principles in examples of artwork.
- Illustrate an example of each of the elements and principles.
- 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.

### **Assemblage students will be able to:**

- Define assemblage as means to create a sculpture from found objects.
- Differentiate between abstract and non-objective abstract sculptural forms.
- Create design sketches integrating the elements & principles.
- Create 3-dimensional artwork using found objects.
- Understand, recognize and apply safety procedures.

### **Additive/Subtractive Sculpture students will be able to:**

- Create a sculpture using an additive/subtractive process.
- Transform a 2D sketch into a 3D sculptural form.
- Create 3-dimensional work of art using various sculpture materials.
- Participate in a critique of student artwork.
- Self-evaluates visual arts project using a pre-determined rubric.

## **Resources & Materials**

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### **Resources and Materials:**

#### **Books- Art and The 20th Century**

#### **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**

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1. The student will be able to find meaning and interest in sculpture through aesthetic judgment informed by the elements of art and principles of design while also using these theories to create their works of art.
2. Students will be able to identify and create sculptures using various methods such as assemblage, additive, and subtractive process.

### **Assessment**

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[Assessments](#)

### **Modifications**

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## Modifications