

# Unit 3: Pottery/3D Sculpture

Content Area: **Fine Arts**  
Course(s):  
Time Period: **Marking Period 1**  
Length: **1 Week**  
Status: **Published**

## **Brief Summary of Unit 3: Pottery/3D Sculpture**

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In alignment with the NJSLS-VPA, students will discover and learn about a variety of Mediums, Materials, and Techniques. Throughout this unit, students will explore and discover different pottery and 3D sculpture mediums, techniques, and the challenge of working in three dimensions.

## **Essential Questions**

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- Why should we study pottery/3D sculpture?
- How does the artist's knowledge, understanding and skill in using different pottery/3D sculpture mediums and techniques affect the resulting artwork?
- How does knowledge and understanding of famous artists and artworks affect the artwork that is created?
- How does knowledge, understanding and skill of creating with pottery/3D sculpture mediums and techniques affect the artwork that is created?

## **Essential Understandings**

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- Various tools create different results
- Exploring and discovering various ways to create with pottery/3D sculpture mediums will improve artistic growth and produce a higher quality of artwork
- Introduction of how artists and artworks use pottery/3D sculpture techniques will expand students knowledge of various times in history, cultures, and art eras

## **Students Will Know/ Students Will be Skilled At**

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- Knowing the different types and characteristics of pottery/3D sculpture mediums and techniques
- Identifying types of pottery/3D sculpture mediums and techniques used in artworks; molds, coils,

relief, casting, etc.

- Explaining the creative process behind choosing appropriate pottery/3D sculpture mediums or techniques
- Proper use and care of pottery/3D sculpture mediums and tools

## **Learning Plan**

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- Preview essential questions and objects, connecting to learning throughout the unit
- Introduce pottery/3D sculpture Mediums: watercolor, tempera, acrylic, etc.
- Introduce Painting Techniques: color mixing, creating value, layers, etc.
- Practice creating with various painting mediums and techniques
- Discover artists; such as Leonardo Da Vinci, Vincent Van Gogh, Claude Monet, Georgia O’Keeffe, etc using painting techniques from various art eras
- Introduce and create artwork specifically focusing on painting mediums and techniques
- Reflect on use of painting mediums and techniques in their artwork and others
- Perform formative and summative assessments
- Showcase artwork throughout the school and in district buildings

## **Evidence/Performance Tasks**

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Fine Arts students demonstrate differentiated proficiency according to their ability to answer the essential questions through formative and summative assessments. Evidence of progression may be demonstrated in divergent ways through the Artistic Process of Creating, Presenting/Producing, Connecting, and Responding.

Tasks will include:

- Experimenting with a wide range of types of pottery/3D sculpture mediums and techniques
- Creating a resource with examples of pottery/3D sculpture mediums and techniques
- Recording and comprehending important art terminologies and techniques associated to current and past units
- Participating in the art making process while applying design criterias and requirements

- Participating in formal and informal assessments
- Answering essential questions and meeting project objectives and deadlines

## **Materials**

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Materials:

The materials used in this course allow for integration of a variety of instructional, supplemental, and intervention materials that support student learners at all levels in the school and home environments. Associated web content and media sources are infused into the unit as applicable and available.

Rulers, Scissors, Earthenware clay, tape, paper, glue, wire, carving tools, wooden styluses, molds, found materials, paint, glaze, plaster, pencils, etc.

## **Standards**

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ELD standards: <https://docs.google.com/document/d/1wdmsiGOdCHlrjU-WPvAtENnEgi0EStZXo0uiFYv1Nu4/edit>

The identified standards reflect a developmental progression across grades/ levels and make interdisciplinary connections across content areas including social sciences, technology, career readiness, cultural awareness and global citizenship. The standards that follow are relevant to this course in addition to the associated content-based standards listed below.

LA.W.3.7. Conduct short research projects that build knowledge about a topic.

CRP.K-12.CRP6: Demonstrate creativity and innovation.

CRP.K-12.CRP8: Utilize critical thinking to make sense of problems and persevere in solving them.

8.1 Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge

VA.6-8.1.5.8.Cr1	Generating and conceptualizing ideas. Explore
VA.6-8.1.5.8.Cr1a	Conceptualize early stages of the creative process, including applying methods to overcome creative blocks or take creative risks, and document the processes in traditional or new media.
VA.6-8.1.5.8.Cr1b	Develop criteria, identify goals and collaboratively investigate an aspect of present-day life, using contemporary practice of art or design.
VA.6-8.1.5.8.Cr2	Organizing and developing ideas. Investigate
VA.6-8.1.5.8.Cr2a	Demonstrate persistence and willingness to experiment and take risks during the artistic process.
VA.6-8.1.5.8.Cr2b	Demonstrate an awareness of ethical responsibility as applied to artmaking including environmental implications, responsibility in sharing images online, appropriation, and intellectual property ethics.
VA.6-8.1.5.8.Cr2c	Apply, organize and strategize methods for design and redesign of objects, places, systems, images and words to clearly communicate information to a diverse audience.
VA.6-8.1.5.8.Cr3	Refining and completing products. Reflect, Refine, Continue
VA.6-8.1.5.8.Cr3a	Use criteria to examine, reflect on and plan revisions for a work of art, and create an artistic statement.
VA.6-8.1.5.8.Pr	Presenting
VA.6-8.1.5.8.Pr4	Selecting, analyzing and interpreting work. Analyze
VA.6-8.1.5.8.Pr4a	Investigate and analyze ways artwork is presented, preserved and experienced, including use of evolving technology. Evaluate a collection or presentation based on this criterion.
VA.6-8.1.5.8.Pr5	Developing and refining techniques and models or steps needed to create products. Select
VA.6-8.1.5.8.Pr5a	Individually or collaboratively prepare and present theme-based artwork for display and formulate exhibition narratives.
VA.6-8.1.5.8.Pr6	Conveying meaning through art. Share
VA.6-8.1.5.8.Pr6a	Analyze how exhibitions in different venues communicate meaning and influence ideas, beliefs and experiences.
VA.6-8.1.5.8.Re	Responding
VA.6-8.1.5.8.Re7	Perceiving and analyzing products. Perceive
VA.6-8.1.5.8.Re7a	Explain how a person's aesthetic choices are influenced by culture and environment, and how they impact the way in which visual messages are perceived and conveyed.
VA.6-8.1.5.8.Re7b	Compare and contrast cultural and social contexts of visual arts and how they influence ideas and emotions.
VA.6-8.1.5.8.Re8	Interpreting intent and meaning. Interpret
VA.6-8.1.5.8.Re8a	Interpret art by analyzing how the interaction of subject matter, characteristics of form and structure, use of media, art making approaches, and relevant contextual information

	contributes to understanding messages or ideas and mood conveyed.
VA.6-8.1.5.8.Re9	Applying criteria to evaluate products.
	Analyze
VA.6-8.1.5.8.Re9a	Create a convincing and logical argument to support an evaluation of art. Explain the difference between personal and established criteria for evaluating artwork.
VA.6-8.1.5.8.Cn	Connecting
VA.6-8.1.5.8.Cn10	Synthesizing and relating knowledge and personal experiences to create products.
	Synthesize
VA.6-8.1.5.8.Cn10a	Generate ideas to make art individually or collaboratively to positively reflect a group's identity.
VA.6-8.1.5.8.Cn11	Relating artistic ideas and works within societal, cultural and historical contexts to deepen understanding.
	Relate
VA.6-8.1.5.8.Cn11a	Analyze and contrast how art forms are used to represent, establish, reinforce and reflect group identity and culture.
VA.6-8.1.5.8.Cn11b	Analyze and contrast how art forms are used to reflect global issues, including climate change.
WRK.K-12.P.4	Demonstrate creativity and innovation.
TECH.9.4.8.CI	Creativity and Innovation
TECH.9.4.8.CT	Critical Thinking and Problem-solving

## **Suggested Strategies for Modifications**

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This link includes content specific accommodations and modifications for all populations:

[Fine Arts Accommodations & Modifications](#)