

| First Quarter   | Second Quarter  | Third Quarter   | Fourth Quarter   |
|---|---|---|--|
| <b>Additive Sculpture</b> <ul style="list-style-type: none"> <li>• Non-objective theme</li> <li>• Repetition, scale, shape, balance, rhythm</li> <li>• Structure, <i>working in-the-round</i></li> <li>• Hardboard, chipboard, foam-core</li> <li>• Cutting tools (proper blade techniques, score cut, etc.)</li> <li>• Methods for joining materials (slits, feet, binding, angles, etc.)</li> </ul><br><b>Human Figure</b> <ul style="list-style-type: none"> <li>• Body proportion, human anatomy, observational life drawing</li> <li>• Wire armature, plaster, modeling clay</li> <li>• Creating a relationship with movement/balance</li> </ul><br><b>Sketchbook and out of class assignments</b> <ul style="list-style-type: none"> <li>• Continuation of lessons &amp; observations, visual research</li> </ul> | <b>Working in Miniature</b> <ul style="list-style-type: none"> <li>• Creating a miniature 3-D space</li> <li>• Focus on reduced scale, visual proportion, focused details</li> <li>• Model making techniques</li> <li>• Mixed media, re-purposed materials</li> <li>• modeling clay techniques</li> </ul><br><b>Ceramic Series</b> <ul style="list-style-type: none"> <li>• Hand-building methods (slab, coil, mold)</li> <li>• Functional 3-D forms (mug, bowl, pottery set)</li> <li>• Bas-Relief tiles (decorative)</li> <li>• Glaze applications, washes, underglaze</li> <li>• Texture and surface treatments</li> </ul><br><b>Sketchbook and out of class assignments</b> <ul style="list-style-type: none"> <li>• Continuation of lessons &amp; observations, visual research</li> </ul> | <b>Metal</b> <ul style="list-style-type: none"> <li>• Wire sculpture (movement, rhythm, space)</li> <li>• Copper Repousse (bas-relief, surface texture, patina)</li> <li>• Basic hand tools – pliers, clamps, center punch, metal hammer, surface finishing, patina</li> </ul><br><b>Paper Fibers/Mixed Media</b> <ul style="list-style-type: none"> <li>• Handmade book, book styles, binding techniques, cover design (functional art form)</li> <li>• 3-D paper sculpture (form, texture, space, balance,) free-standing, wall mounted or suspended</li> </ul><br><b>Sketchbook and out of class assignments</b> <ul style="list-style-type: none"> <li>• Continuation of lessons &amp; observations, visual research</li> </ul> | <b>Reduction Carving (Final Project)</b> <ul style="list-style-type: none"> <li>• Plaster block/balsa wood</li> <li>• Visual research, multi-view sketches, photo references of animal form, maquette</li> <li>• Reduction carving techniques, marking, negative/positive space, hand tools (chisels, files, saws) surface finishing/polishing.</li> <li>• Free-standing &amp; <i>in-the-round</i> form</li> </ul><br><b>Sketchbook and out of class assignments</b> <ul style="list-style-type: none"> <li>• Continuation of lessons &amp; observations, visual research</li> </ul> |

## Student Skills and Abilities

After the completion of Sculpture, students will be able to:

1. Design, plan and construct a free-standing form using proper building methods, balance and smart design choices.
2. Create both realistic and non-objective sculptures that communicate a clear idea.
3. Create hand-built ceramic works that are fully functional and aesthetically pleasing.
4. Carve materials such as plaster, wood and stone using subtractive carving techniques and tools to reveal a realistic 3-D form.
5. Discuss the overlap between sculptural design and utility (function.)