



G-E-T High School Curriculum
Align, Explore, Empower
Scope and Sequence
Sculpture 1

Unit 1 - Relief Sculpture

Length of Unit: 1 week

- Relief vs 3D sculpture - Copper Relief or Clay Relief

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.

ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development. Understand the difference between 2-Dimensional and 3-Dimensional art.

Standards for Sculpture 1

A.12.2 Know advanced vocabulary related to their study of art

A.12.3 Know and recognize styles of art from their own and other parts of the world

A.12.4 Know and recognize many styles of art from various times

B.12.1 Demonstrate how artists and cultures throughout history have used art to communicate ideas and to develop functions, structures, and designs

B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist

B.12.3 Relate works of art and designed objects to specific cultures, times, and places

Unit 2 - Paper Sculpture

Length of Unit: 1 Week

- Intro to 3D composition. Height, width and depth.

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world.

ELO #3: Students will apply their knowledge of people, places, ideas, language of art to design and produce quality original art.

ELO #4: Students will develop perception, visual discrimination, and media literacy skills to become visually educated

and reflect on the nature of art. - Use and create patterns and forms inspired from the world around them

Standards for Sculpture 1

- A.12.1 Possess a mental storehouse of images
- A.12.2 Know advanced vocabulary related to their study of art
- C.12.1 Use the elements and principles of design in sophisticated ways
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
- F.12.6 Use a range of media techniques to create art

Unit 3 - Paper Mache

Length of Unit: 1 Week

- Beginning/Intermediate : Sketching, Planning, Form Building, Mache,...

In this unit, students will ...

ELO #1: Students will know and remember information and ideas about the art around them and throughout the world. - Know and recognize styles of art from their own & other parts of the world, throughout various times. Know the names of some of the most famous artists and art styles throughout history. - Know basic and some intermediate sculpture vocabulary words.

ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development- Show ways that form follows function. Relate works of art and designed objects to specific cultures, times and places.

ELO #3: Students will apply their knowledge of people, places, ideas, language of art to design and produce quality original art.

ELO #4: Students will develop perception, visual discrimination, and media literacy skills to become visually educated and reflect on the nature of art.

ELO #5: Students will make connections among the arts, other disciplines, and other cultures to create original creative works of art.

Standards for Sculpture 1

- A.12.2 Know advanced vocabulary related to their study of art
- A.12.3 Know and recognize styles of art from their own and other parts of the world
- A.12.4 Know and recognize many styles of art from various times
- B.12.1 Demonstrate how artists and cultures throughout history have used art to communicate ideas and to develop functions, structures, and designs

- B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist
- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- C.12.1 Use the elements and principles of design in sophisticated ways
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- C.12.4 Use advanced design techniques to improve and/or change artwork
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
- C.12.7 Apply advanced craft and skills to consistently produce quality art
- C.12.8 Use the natural characteristics of materials and their possibilities and limitations to create works of art
- C.12.9 Use ongoing reflective strategies to assess and better understand one's work and that of others during the creative process
- C.12.10 Assume personal responsibility for their learning and the creative process
- D.12.4 Use basic concepts in art, such as "form follows function," "destruction of the box," "less is more," balance, symmetry, integrity, authenticity, and originality
- D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics
- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality
- E.12.1 Communicate ideas by producing sophisticated studio art forms, such as drawings, paintings, prints, sculpture, jewelry, fibers, and ceramics
- G.12.1 Use visual images as tools for thinking and communicating
- H.12.3 Use careful observation to draw, paint, and sculpt from life
- H.12.4 Create two-dimensional plans to make three-dimensional models

Unit 3- Clay

Length of Unit: 4 weeks

- Beginning/Intermediate Techniques: Ceramic clay, sculpey clay and paper clay - Relief, pottery wheel, usable containers, decorative displays,....History of pottery, coil, wheel, slab,...and many Pottery techniques

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ELO #2: Students will understand the value and significance of the visual arts media and design in relation to art history, citizenship, the environment, and social development- Show ways that form follows function. Relate works of art and designed objects to specific cultures, times and places.

ELO #3: Students will apply their knowledge of people, places, ideas, language of art to design and produce quality original art.

ELO #4: Students will develop perception, visual discrimination, and media literacy skills to become visually educated and reflect on the nature of art.

ELO #5: Students will make connections among the arts, other disciplines, and other cultures to create original

creative works of art.

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- B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist
- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- C.12.1 Use the elements and principles of design in sophisticated ways
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Unit 4 - Wire & Metal

Length of Unit: 1 week

- Jewelry to ornaments, 3-D pieces made out of wire and aluminum.

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sculpture vocabulary words.

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ELO #3: Students will apply their knowledge of people, places, ideas, language of art to design and produce quality original art.

ELO #4: Students will develop perception, visual discrimination, and media literacy skills to become visually educated and reflect on the nature of art.

ELO #5: Students will make connections among the arts, other disciplines, and other cultures to create original creative works of art.

Standards for (Sculpture 1)

- B.12.3 Relate works of art and designed objects to specific cultures, times, and places
- B.12.4 Know how artists, designers, and cultures influence art
- B.12.5 Understand how their choices in art are shaped by their own culture and society
- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- C.12.1 Use the elements and principles of design in sophisticated ways
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
- C.12.4 Use advanced design techniques to improve and/or change artwork
- C.12.5 Analyze the complexities of nature and use challenging artistic images and ideas as visual resources
- C.12.6 Experiment visually with sketches for complex solutions involving concepts and symbols
- C.12.7 Apply advanced craft and skills to consistently produce quality art
- D.12.1 Know about the history, public art, and unique architecture of their cultural community
- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, preservationists, museum curators, and gallery owners, in their community
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- D.12.4 Use basic concepts in art, such as "form follows function," "destruction of the box," "less is more," balance, symmetry, integrity, authenticity, and originality
- D.12.5 Know common language in art, such as abstraction, representation, impressionism, reproduction, serigraphy, sculpture, graphic design, construction, and aesthetics
- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality
- H.12.3 Use careful observation to draw, paint, and sculpt from life
- H.12.4 Create two-dimensional plans to make three-dimensional models
- I.12.7 Work independently, collaboratively, and with deep concentration when creating works of art
- J.12.1 Understand the purposes and functions of art
- J.12.2 Choose materials and techniques to influence the expressive quality of art
- K.12.3 Apply what they know about the nature of life, nature, the physical world, and the human condition to their understanding and creation of art
- L.12.1 Use their knowledge, intuition, and experiences to develop ideas for artwork

- L.12.2 Continue to develop a base of knowledge and skills from which to create new ideas
- L.12.3 Use personal traits, such as independent thinking, courage, integrity, insight, and dedication, in creating quality art and design
- L.12.4 Use the knowledge of nature and works of art as sources for new ideas
- L.12.5 Develop a personal style in art and design that reflects who they are
- L.12.6 Understand that art is created by people with different world views, expresses diverse ideas, and changes over time
- L.12.7 Imagine complex situations from a variety of challenging points of view

Unit 4 - Mixed Media/Found Object

Length of Unit: 1 week

- Using mixed media create sculpture that is either functional or not functional.

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Standards for Sculpture 1

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- B.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- C.12.1 Use the elements and principles of design in sophisticated ways
- C.12.2 Understand the procedures of developing quality design
- C.12.3 Use design to create artworks that have different meanings
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- D.12.1 Know about the history, public art, and unique architecture of their cultural community
- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, preservationists, museum curators, and gallery owners, in their community
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
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- L.12.7 Imagine complex situations from a variety of challenging points of view

Unit 9 - Portfolio

Length of Unit: 18 Weeks

- Create a digital portfolio to reflect on their art and their progress. This is worked on the entire term.

ELO - Keep a record of all of their work in a portfolio. They will describe their work and reflect on what they have learned.

Standards:

F. VISUAL MEDIA AND TECHNOLOGY

- F.12.7 Apply a working knowledge of media production systems

E: VISUAL COMMUNICATION AND EXPRESSION

- E.12.2 Communicate ideas by producing advanced design art forms, such as graphic design, product

design, architecture, landscape, and media arts, such as film, photography, and multimedia

A. VISUAL MEMORY AND KNOWLEDGE

A.12.1 Possess a mental storehouse of images

A.12.2 Know advanced vocabulary related to their study of art

A.12.6 Use art as a basic way of thinking and communicating about the world

B: ART AND DESIGN HISTORY, CITIZENSHIP, AND ENVIRONMENT

B.12.2 Show ways that form, function, meaning, and expressive qualities of art and design change from culture to culture and artist to artist

B.12.4 Know how artists, designers, and cultures influence art