



# SCHOOL DISTRICT OF MONROE

*Preparing for the Future, One Child at a Time*

## 3-D Concepts 1

### **Course Description:**

The curriculum for this course is developed from the [Wisconsin Standards for Art and Design](#). This is an elective introductory trimester course. Students will be introduced to materials, subject matter and techniques that relate to the creation of 3D art forms. Units will include, stained glass, plaster, wire, reduction, weaving, clay and mixed media. This course will also include art criticism and art presentation. Grades are determined by skill building assignments and created projects. The information in this course overview outlines what students should understand and be able to do by the end of the trimester.

### **Mastery Standards:**

#### **Standard 1: CREATE: Students will generate, develop, and refine artistic work**

Engage in critical thinking, problem solving, and research through elements and principles of art and design studio practices and process. (A.A.Cr.10.h: Investigate)

Formulate original concepts by practice, experimentation, and revision. (A.A.Cr.11.h: Plan)

Develop unique, well-crafted works of art utilizing deliberate choice of media, tools, and techniques. (A.A.CR.12.H: Make)

#### **Standard 2: PRESENT: Students will develop, refine, and convey meaning through the presentation of artistic work.**

Curate and exhibit artwork for presentation, portfolio development, and/or preservation. (A.A.Pr.12.h: Share)

#### **Standard 3: RESPOND: Students will critically interpret intent and meaning in order to evaluate artist work.**

Describe the commonalities within a group of artists or visual images attributed to a particular type of art, timeframe, or culture. (A.A.R.16.h: Describe)

#### **Standard 4: CONNECT: Students will relate their artistic work with prior experience and external context.**

Research or experience options in art and design careers. (A.A.Cn.11.h: Career Connections)

Unit	Description of Unit and Learning Targets
<p><b>Unit Title: The Artistic Process: Process, Product, Articulate</b></p> <p><u>Essential Questions:</u></p> <ul style="list-style-type: none"> <li>• How and what do I learn from Trial and Error?</li> <li>• What responsibilities come with the freedom to create?</li> <li>• How do I turn two dimensional materials into a three dimensional sculpture?</li> </ul>	<p>Students will.....</p> <p><u>Learning Targets:</u></p> <ul style="list-style-type: none"> <li>• Demonstrate the artmaking <b>process</b> to include               <ul style="list-style-type: none"> <li>○ Research</li> <li>○ Planning</li> <li>○ Rough Draft</li> </ul> </li> <li>• Produce a final <b>product</b> by meeting the criteria.</li> <li>• Discuss and <b>articulate</b> art terminology in an educated manner.</li> </ul>
<p><b>Unit Title: The Elements of Art and Principles of Design</b></p>	<p>Students will...</p> <p><u>Learning Targets:</u></p>

<p><u>Essential Questions:</u></p> <ul style="list-style-type: none"> <li>• How and what do I learn from Trial and Error?</li> <li>• What responsibilities come with the freedom to create?</li> <li>• How do I turn two dimensional materials into a three dimensional sculpture?</li> </ul>	<ul style="list-style-type: none"> <li>• Identify and explain the Elements of Art and Principles of Design</li> <li>• Apply the Elements of Art and Principles of Design in art production.</li> </ul>
<p><b>Unit Title: Assemblage</b></p> <p><u>Essential Questions:</u></p> <ul style="list-style-type: none"> <li>• How and what do I learn from Trial and Error?</li> <li>• What responsibilities come with the freedom to create?</li> <li>• How do I turn two dimensional materials into a three dimensional sculpture?</li> </ul>	<p>Students will...</p> <p><u>Learning Targets:</u></p> <ul style="list-style-type: none"> <li>• Create balance in my piece</li> <li>• Create unity in my piece</li> <li>• Create contrast in my piece</li> <li>• Create a piece with good craftsmanship showing mastery of the material</li> <li>• Problem solve to arrange the wood pieces to create an additive sculpture that demonstrates unity</li> <li>• Experiment with and demonstrate techniques to create an additive form/sculpture.</li> </ul>
<p><b>Unit Title: Clay Tile - Low Relief</b></p> <p><u>Essential Questions:</u></p> <ul style="list-style-type: none"> <li>• How and what do I learn from Trial and Error?</li> <li>• What responsibilities come with the freedom to create?</li> <li>• How do I turn two dimensional materials into a three dimensional sculpture?</li> </ul>	<p>Students will...</p> <p><u>Learning Targets:</u></p> <ul style="list-style-type: none"> <li>• Use additive and subtractive techniques to a low relief tile</li> <li>• Show mastery of the material by making a piece with strong craftsmanship</li> <li>• Use surface texture to add visual interest and contrast</li> </ul>
<p><b>Unit Title: Wire Sculpture</b></p> <p><u>Essential Questions:</u></p> <ul style="list-style-type: none"> <li>• How and what do I learn from Trial and Error?</li> <li>• What responsibilities come with the freedom to create?</li> <li>• How do I turn two dimensional materials into a three dimensional sculpture?</li> </ul>	<p>Students will...</p> <p><u>Learning Targets:</u></p> <ul style="list-style-type: none"> <li>• Bend and join different gauges/thickness of wire.</li> <li>• Balance the positive and negative spaces in the wire form.</li> <li>• Use contrast to create visual interest.</li> <li>• Show mastery of the material by making a piece with strong craftsmanship</li> </ul>
<p><b>Unit Title: Glass Mosaic</b></p> <p><u>Essential Questions:</u></p> <ul style="list-style-type: none"> <li>• How and what do I learn from Trial and Error?</li> <li>• What responsibilities come with the freedom to create?</li> <li>• How do I turn two dimensional materials into a three dimensional sculpture?</li> </ul>	<p>Students will...</p> <p><u>Learning Targets:</u></p> <ul style="list-style-type: none"> <li>• I can demonstrate balance through color, shape, and pattern</li> <li>• I can demonstrate contrast through color, shape, and pattern.</li> <li>• I can use the elements and principles of design to create a unified piece</li> <li>• I can show mastery of the material by making a piece with strong craftsmanship</li> </ul>
<p><b>Unit Title: Plaster Hand</b></p> <p><u>Essential Questions:</u></p> <ul style="list-style-type: none"> <li>• How and what do I learn from Trial</li> </ul>	<p>Students will...</p> <p><u>Learning Targets:</u></p> <ul style="list-style-type: none"> <li>• I can use the elements and principles of design to create a</li> </ul>

<ul style="list-style-type: none"> <li>and Error?</li> <li>• What responsibilities come with the freedom to create?</li> <li>• How do I turn two dimensional materials into a three dimensional sculpture?</li> </ul>	<ul style="list-style-type: none"> <li>unified piece</li> <li>• I can use contrast to create visual interest</li> <li>• I can show mastery of the material by making a piece with strong craftsmanship</li> <li>• I can finish my piece by incorporating a base that is unified with the rest of my design</li> </ul>
<p><b>Unit Title: Portfolio Reflection</b></p> <p><u>Essential Questions:</u></p> <ul style="list-style-type: none"> <li>• How and what do I learn from Trial and Error?</li> <li>• What responsibilities come with the freedom to create?</li> <li>• How do I turn two dimensional materials into a three dimensional sculpture?</li> </ul>	<p>Students will...</p> <p><u>Learning Targets:</u></p> <ul style="list-style-type: none"> <li>• Reflect on my artmaking and interpret personal growth.</li> <li>• Reflect on artmaking to interpret areas for improvement.</li> <li>• Create a personal written artist statement to discuss the intent and process of art and artmaking.</li> <li>• I can identify and describe how I used the elements of art and principles of design used in my artwork.</li> </ul>