



Creating 3D Art ([#0101365](#)) SCOPE AND SEQUENCE

Semester	Unit	Resources	Benchmarks	Historical/Cultural Connections
Semester 1 OR Semester 2	1. Studio Habits of Mind	<p style="text-align: center;"><u>Unit Shared Folder</u></p> Develop Craft (Technique & Studio Practice) Engage & Persist (Finding Passion & Sticking with It) Envision (Imagining & Planning) Express (Finding & Showing Meaning) Observe (Looking Closely) Reflect (Question & Explain and Evaluate) Stretch & Explore (Play, Use Mistakes & Discover) Understand Art Worlds (Domain & Communities)	VA.912.F.2.1 , VA.912.H.1.2 , VA.912.H.2.2 , VA.912.S.1.4 , VA.912.S.3.3 , VA.912.S.3.4 , LAFS.910.RST.2.4 , LAFS.910.SL.1.1 , LAFS.910.SL.1.2 , LAFS.910.SL.1.3 , LAFS.910.WHST.3.9	
	2. Understanding the Elements & Principles of Digital Design	<p style="text-align: center;"><u>Unit Shared Folder</u></p> -All strong design will have one or more of these elements : line, color, shape, form, pattern, texture, space, and value. -The principles of art are the rules or <i>guidelines</i> of art. -Used to organize or arrange the structural elements of design. - Principles are balance, proportion, rhythm, emphasis, harmony, variety and unity. Application of understanding implemented via student use of a variety of 2D materials	VA.912.S.1.4 , VA.912.S.3.4 , VA.912.O.1.5 , LAFS.910.RST.2.4 , LAFS.910.SL.1.1 , LAFS.910.SL.1.2 , LAFS.910.SL.1.3 , LAFS.910.WHST.2.4 , LAFS.910.WHST.3.9	
	3. Introduction to Functional Ceramics	<p style="text-align: center;"><u>Unit Shared Folder</u></p> Objects made from clay. Vases, teapots, bowls, plates, cups, tiles, tableware or other vessels. Investigate and create 3D ceramic works employing a variety of techniques and media.	VA.912.C.1.4 , VA.912.C.2.1 , VA.912.C.3.1 , VA.912.F.1.3 , VA.912.F.3.4 , VA.912.O.1.5 , VA.912.O.2.2 , VA.912.S.1.4 , VA.912.S.2.2 , VA.912.S.3.1 , VA.912.S.3.3 , VA.912.S.3.4 , VA.912.S.3.10 , VA.912.S.3.11 , LAFS.910.SL.1.1 , LAFS.910.SL.1.3 , LAFS.910.SL.2.4 , MAFS.912.G-CO.4.12 , MAFS.912.G-CO.4.13 , MAFS.K12.MP.5.1 , MAFS.K12.MP.6.1 , MAFS.K12.MP.7.1 , ELD.K12.ELL.SI.1	<u>Contemporary Functional Pottery</u>



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<p>4. Introduction to Sculptural Ceramics</p>	<p style="text-align: center;"><u>Unit Shared Folder</u></p> <p>Non-functional objects made from clay.</p> <p>Investigate and create 3D ceramic works employing a variety of techniques and media.</p> <p>Produce 1-2 sculptural clay vessels.</p>	<p>VA.912.C.1.4, VA.912.C.2.1, VA.912.C.3.1, VA.912.F.1.3, VA.912.F.3.4, VA.912.O.1.5, VA.912.O.2.2, VA.912.S.1.4, VA.912.S.2.2, VA.912.S.3.1, VA.912.S.3.3, VA.912.S.3.4, VA.912.S.3.10, VA.912.S.3.11, LAFS.910.SL.1.1, LAFS.910.SL.1.3, LAFS.910.SL.2.4, MAFS.912.G-CO.4.12, MAFS.912.G-CO.4.13, MAFS.K12.MP.5.1, MAFS.K12.MP.6.1, MAFS.K12.MP.7.1, ELD.K12.ELL.SI.1</p>	<p style="text-align: center;"><u>11 Innovative Ceramic Artists</u></p>
<p>5. Introduction to Subtractive Sculpture</p>	<p style="text-align: center;"><u>Unit Shared Folder</u></p> <p>-Three-dimensional art objects created by carving or other shaping techniques. Modeled, carved, or cut away. Materials may include but are not limited to: clay, cardboard, metal, wood, glass, stone, marble, textiles, and plastics.</p> <p>-Investigate and create 3D works employing a variety of sculptural techniques and media.</p> <p>Produce 1-2 additive sculpture pieces.</p>	<p>VA.912.C.1.4, VA.912.C.2.1, VA.912.C.3.1, VA.912.F.1.3, VA.912.F.3.4, VA.912.O.1.5, VA.912.O.2.2, VA.912.S.1.4, VA.912.S.2.2, VA.912.S.3.1, VA.912.S.3.3, VA.912.S.3.4, VA.912.S.3.10, VA.912.S.3.11, LAFS.910.SL.1.1, LAFS.910.SL.1.3, LAFS.910.SL.2.4, MAFS.K12.MP.5.1, MAFS.K12.MP.6.1, MAFS.K12.MP.7.1, ELD.K12.ELL.SI.1</p>	<p style="text-align: center;">Isamu Noguchi</p> <p style="text-align: center;">Henry Moore</p>
<p>6. Introduction to Additive Sculpture</p>	<p style="text-align: center;"><u>Unit Shared Folder</u></p> <p>-Three-dimensional art objects that are built up or added to create a form. Modeled, cast, constructed, or assembled objects. Materials may include but are not limited to: clay, cardboard, metal, acrylic, wood, glass, textiles, plastics, and found objects.</p> <p>-Investigate and create 3D works employing a variety of sculptural techniques and media.</p> <p>Produce 1-2 additive sculpture pieces.</p>	<p>VA.912.C.1.4, VA.912.C.2.1, VA.912.C.3.1, VA.912.F.1.3, VA.912.F.3.4, VA.912.O.1.5, VA.912.O.2.2, VA.912.S.1.4, VA.912.S.2.2, VA.912.S.3.1, VA.912.S.3.3, VA.912.S.3.4, VA.912.S.3.10, VA.912.S.3.11, LAFS.910.SL.1.1, LAFS.910.SL.1.3, LAFS.910.SL.2.4, MAFS.K12.MP.5.1, MAFS.K12.MP.6.1, MAFS.K12.MP.7.1, ELD.K12.ELL.SI.1</p>	<p style="text-align: center;">Henrique Oliveira</p> <p style="text-align: center;">Shayna Leib</p> <p style="text-align: center;">Naum Gabo</p> <p style="text-align: center;">Bill Woodrow</p> <p style="text-align: center;">Richard Deacon</p> <p style="text-align: center;">Lenore Tawney</p>
<p>7. Introduction to Assemblage</p>	<p style="text-align: center;"><u>Unit Shared Folder</u></p> <p>Three-dimensional mixed media art created by assembled objects. Materials may include but are not limited to: clay, cardboard, metal, acrylic, wood, glass, textiles, plastics, and found objects.</p> <p>-Investigate and create 3D works employing a variety of sculptural techniques and media.</p> <p>Produce 1-2 assemblage sculptures.</p>	<p>VA.912.C.1.4, VA.912.C.2.1, VA.912.C.3.1, VA.912.F.1.3, VA.912.F.3.4, VA.912.O.1.5, VA.912.O.2.2, VA.912.S.1.4, VA.912.S.2.2, VA.912.S.3.1, VA.912.S.3.3, VA.912.S.3.4, VA.912.S.3.10, VA.912.S.3.11, LAFS.910.SL.1.1, LAFS.910.SL.1.3, LAFS.910.SL.2.4, MAFS.K12.MP.5.1, MAFS.K12.MP.6.1, MAFS.K12.MP.7.1, ELD.K12.ELL.SI.1</p>	<p style="text-align: center;"><u>The Progression of Assemblage</u></p> <p style="text-align: center;">Monica Bonvicini</p> <p style="text-align: center;">Jumana Manna</p>



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High Level Course Overview

VERSION DESCRIPTION *Students in Creating Three-Dimensional Art, investigate a wide range of media and techniques, from both an historical and contemporary perspective, as they engage in the art-making processes of creating 3-D artworks, which may include sculpture, assemblage, and/or ceramics. Student artists reflect on their own artwork and that of others through critical analysis to achieve artistic goals related to craftsmanship, technique, and application of 21st-century skills. This course incorporates hands-on activities and consumption of art materials.*

Big Idea VA.912.C: Critical Thinking and Reflection

Enduring Understanding 1 **VA.912.C.1** : Cognition and reflection are required to appreciate, interpret, and create with artistic intent.

Enduring Understanding 2 **VA.912.C.2** : Assessing our own and others' artistic work, using critical-thinking, problem-solving, and decision-making skills, is central to artistic growth.

Enduring Understanding 3 **VA.912.C.3** : The processes of critiquing works of art lead to development of critical-thinking skills transferable to other contexts.

Big Idea VA.912.S: Skills, Techniques, and Processes

Enduring Understanding 1 **VA.912.S.1** : The arts are inherently experiential and actively engage learners in the processes of creating, interpreting, and responding to art.

Enduring Understanding 2 **VA.912.S.2** : Development of skills, techniques, and processes in the arts strengthens our ability to remember, focus on, process, and sequence information.

Enduring Understanding 3 **VA.912.S.3** : Through purposeful practice, artists learn to manage, master, and refine simple, then complex, skills and techniques.

Big Idea VA.912.O: Organizational Structure

Enduring Understanding 1 **VA.912.O.1** : Understanding the organizational structure of an art form provides a foundation for appreciation of artistic works and respect for the creative process.

Enduring Understanding 2 **VA.912.O.2** : The structural rules and conventions of an art form serve as both a foundation and departure point for creativity.

Big Idea VA.912.H: Historical and Global Connections

Enduring Understanding 1 **VA.912.H.1** : Through study in the arts, we learn about and honor others and the worlds in which they live(d).

Enduring Understanding 2 **VA.912.H.2** : The arts reflect and document cultural trends and historical events, and help explain how new directions in the arts have emerged.

Big Idea VA.912.F: Innovation, Technology, and the Future

Enduring Understanding 1 **VA.912.F.1** : Creating, interpreting, and responding in the arts stimulate the imagination and encourage innovation and creative risk-taking.

Enduring Understanding 2 **VA.912.F.2** : Careers in and related to the arts significantly and positively impact local and global economies.

Enduring Understanding 3 **VA.912.F.3** : The 21st-century skills necessary for success as citizens, workers, and leaders in a global economy are embedded in the study of the arts.



**PERSONAL
PASSIONATE
PROGRESSIVE**

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LAFS.910.SL: Standards for Speaking and Listening

Cluster 1 **LAFS.910.SL.1** : Comprehension and Collaboration

Cluster 2 **LAFS.910.SL.2** : Presentation of Knowledge and Ideas

LAFS.910.RST: Reading Standards for Literacy in Science and Technical Subjects 6-12

Cluster 1 **LAFS.910.RST.1** : Key Ideas and Details

Cluster 2 **LAFS.910.RST.2** : Craft and Structure

LAFS.910.WHST: Writing Standards for Literacy in History/Social Studies, Science, and Technical Subjects

Cluster 2 **LAFS.910.WHST.2** : Production and Distribution of Writing

Cluster 3 **LAFS.910.WHST.3** : Research to Build and Present Knowledge

MAFS.912.G-CO: Geometry: Congruence

Cluster 4 **MAFS.912.G-CO.4** : Make geometric constructions. (Geometry - Supporting Cluster)

MAFS.K12.MP: Mathematical Practice

Cluster 5 **MAFS.K12.MP.5** : Use appropriate tools strategically.

Cluster 6 **MAFS.K12.MP.6** : Attend to precision.

Cluster 7 **MAFS.K12.MP.7** : Look for and make use of structure.

ELD.K12.ELL: English Language Development for English Language Learners

Cluster SI **ELD.K12.ELL.SI** : Language of Social and Instructional Purposes