**Ceramics 3 SYLLABUS**

**Instructor Name**: Jacob Bosmoe

**Email**: jbosmoe@west-fargo.k12.nd.us

## **COURSE DESCRIPTION**

Ceramics III/Sculpture is a fall semester class, so one cannot take Ceramics II/Sculpture course the same year. Ceramics III/Sculpture students will do advanced work in the 3-D realm. Students will be given various problems and assignments for them to solve in a variety of ways and media. This course is designed to encourage students to find their own direction in their artwork using three-dimensional mediums. Students will display their work in the high school and at art shows. A wide variety of functional and nonfunctional subject matter will be assigned using various ceramics and 3-D application methods. Students will develop their concepts for their artwork and write a brief statement about them. They will take photos of all their projects to develop a portfolio of their work.

## **OBJECTIVES**

* Develop a variety of skills in 3-dimensional hand-building, wheel throwing, and sculpting.
* Plan, create and present artwork with a deeper sense of meaning and purpose.
* Gain a deeper understanding of art and why people create art.
* Develop patience, resilience, creative problem solving, and fine motor skills when applying techniques.
* Understand the properties and uses of several art mediums.
* Increase skills in working with clay, glaze, and 3-d design.
* Work independently in the development of projects for art competitions.

## **MATERIALS**

Required materials will be supplied by the school. Supplementary materials may be used but must be provided by the student wishing to use them.

## **PROJECTS**

Students will complete:

* Several major projects intended for possible entry in the Concordia Art show, MSUM high school invitational, NDSY Art Camp, and Scholastic Art Competition.
* Projects may be functional, non-functional, decorative, sculptural, realistic, abstract, or whatever direction the student wishes to research and pursue.
* Clay, wood, plaster, wire, paper, and other 3-d materials may be explored.
* A digital powerpoint portfolio
* A notebook with brainstorming, planning, glaze choices, etc.

## **POLICIES**

**Due Dates:** All work will have a cutoff date for in class workdays. If you are not finished at the conclusion of in class workdays it will be your responsibility to come in during WIN sessions to complete your assignments.

**Appropriate subject matter/materials:** Artwork must be appropriate for the public-school setting. Any work deemed inappropriate (paraphernalia, alcohol/drugs/sexual references, language, violence etc...) will be reported to administration, given a zero grade, and discarded.

**Food/Drink:** In accordance with school rules there will be no food in academic wings and all beverages must have a spill proof lid.

**Cell Phones:** In accordance with school rules cell phones must be put away (backpack, pocket, locker, car) and not in use during class time. If I SEE your phone during class it will be confiscated and turned in to the office where you can retrieve it at the end of the day.

**Ipads:** I pads should only be used for research, taking photos, making art, working on Powerpoint Portfolios, or other work related to class. No movies, games, music, etc.

**GRADING**

Completed projects will be graded based on craftsmanship, fulfillment of objectives, effort, creativity, and other criteria specific to each project.   Quarter 1 = 50% and Quarter 2 = 50%

* Major projects: 50-100 points each
* Sketchbook/Planning/Brainstorming/Practice/Statements: 10-25 points each
* Semester Summary Powerpoint: 100 points
* Quizzes: 25-50 points

**ART ROOM RULES**

## **BE RESPECTFUL**

* All people in this room are deserving of mutual respect at all levels.
* Behavior or speech that is discriminatory or undermines the dignity/self-esteem of any individual is not tolerated.
* Actively listen when I am lecturing, demonstrating, giving instructions, or providing feedback.

**BE RESPONSIBLE**

* Be in your seat and prepared **before** the bell rings.
* Manage your time to meet deadlines.
* Cell phones off and put away. I-pads should be used for research, notes, powerpoint, etc
* It is my job to teach, help, and facilitate your learning.
* It is your job to listen, participate, ask questions, help your classmates, use work time wisely, and actively pursue your learning.

## **BE SAFE**

* Use tools appropriately. If you don’t know how, ask. If you purposefully use it inappropriately, you lose the privilege of using that tool.
* Clean any spills right away. Wet floors are dangerous.
* No food/beverage in the classroom. Sealed water bottles are okay. Art supplies can be harmful if swallowed and sugary beverages or food can ruin artwork when spilled.

## **BE KIND**

* Accept and embrace differences. We are all different, and that is what makes our classroom a vibrant, interesting space!
* Treat others as though they have been having the worst day ever and your goal is to help make it better.

**ART ROOM PROCEDURES**

* **Check the White Board to see WHAT WE ARE DOING TODAY.**
	+ Get out sketchbook/notebook for quick draw or notes.
	+ Sit down and prepare to listen for instructions.
	+ Visit with neighbors and finish conversations by the time the bell rings.
	+ Wait to get out projects and supplies until instructed to do so by Mr. Bosmoe.
* **Schoology folders and assignments.**
	+ Syllabus and other general documents can be found in the welcome folder.
	+ Folders will be numbered for each week of the class and will contain assignments/materials specific to that week.
	+ Assignments will be numbered and should be completed in order.
	+ The current weeks folder will always be at the top with previous weeks below.
	+ All finished assignments should be photographed and then submitted on Schoology and added to your Powerpoint Portfolio.
* **Use E hall pass to sign out for the restroom, nurse, locker, etc.**
	+ Ask permission and then create a pass.
	+ No signing out during the first 5-10 minutes of class.
	+ Try to keep passes at five minutes or less.
* **Leaving at the end of class.**
	+ You will have 2-10 minutes to clean up. Time depends on how messy things get.
	+ Neatly store your projects, sketches, and assignments to keep them safe and presentable.
	+ You are responsible for cleaning your supplies, tools, desks, and area:
		- Use soapy water and fingers to scrub out brush heads.
		- Use damp rags to wipe down tables or clean up floor spills.
		- Wipe out the sink rather than leaving paint/clay plastered all over the bottom.
		- Clean off clay tools with warm water and a rag or sponge.
		- Put everything back where you got it from.
		- Close glaze, clay, and paint containers tightly.

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