



**G-E-T High School Curriculum**  
**Align, Explore, Empower**  
Scope and Sequence  
Sculpture 2

Unit 1 - Relief Sculpture

Length of Unit: 1 week

- Clay Mixed Media Relief - Use clay and other materials to create functional or non - functional relief sculpture.

In this unit, students will ...

**ELO #1: Students will know and remember information and ideas about the 3-D 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 intermediate and some advanced 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. - Understand the difference between 2-Dimensional and 3-Dimensional art. - Demonstrate 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. - Know and apply the elements and principles of art and design in their advanced artwork. - Create advanced 3-Dimensional art out of a variety of materials such as, clay, paper, wood, metal, wire, and found objects.**

**ELO #4: Students will develop perception, visual discrimination, and media literacy skills to become visually educated and reflect on the nature of art.- Design and use complex patterns and forms inspired from the world around them.- Understand the purposes and functions of art, sculpting materials and techniques to create advanced 3-D art. Reflect on their art in their portfolios.**

**ELO #5: Students will make connections among the arts, other disciplines, and other cultures to create advanced original creative works of art. - Invent new artistic forms to communicate ideas and solutions to artistic problems.- Create advanced original 3-D art out of a variety of materials**

**ELO #6: Students will interpret visual experiences, such as artwork, designed objects, architecture, movies, television, and multimedia images, using a range of subject matter, symbols, and ideas - Know how to find the meanings in artwork.- Create works of art that have complex meanings.**

Standards for Sculpture 2

- 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
- D.12.3 Explain how the environment influences the look and use of art, architecture, and design
- D.12.6 Apply problem-solving strategies that promote fluency, flexibility, elaboration, and originality

Unit 2- Paper Mache

Length of Unit: 1 week

- Intermediate/Advanced Paper Mache - Sketching, Planning, Form Building, Mache,...

In this unit, students will ...

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- 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: 3 weeks

- Intermediate/Advanced 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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## Standards for Sculpture 2

- A.12.2 Know advanced vocabulary related to their study of art
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- 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
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- C.12.3 Use design to create artworks that have different meanings
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- 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
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- 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 4 - Making and using Molds

Length of Unit: 1 week

- Using Clay, plaster, slip, and other materials to make and use molds.

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Standards for Sculpture 2

- 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
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- 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
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- 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 5 - Fiber Arts

Length of Unit: 1.5 weeks

- Yarn and fabric to create functional and non- functional 3-D art. Weaving, sewing, knot tying, knitting,...

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Standards for Sculpture 2

- 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
- A.12.5 Explain that art is one of the greatest achievements of human beings
- A.12.6 Use art as a basic way of thinking and communicating about the world
- 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.12.6 Describe, analyze, interpret, and judge art images and objects from various cultures, artists, and designers
- B.12.7 Understand and apply environmental and aesthetic issues to concepts related to the design of packaging, industrial products, and cities
- 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
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- D.12.2 Know about artists and designers, such as architects, furniture designers, critics, preservationists, museum curators, and gallery owners, in their community
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- G.12.1 Use visual images as tools for thinking and communicating
- H.4.3 Show differences among colors, shapes, textures, and other qualities of objects in their artwork

H.12.4 Create two-dimensional plans to make three-dimensional models

Unit 4 - Mixed Media/Found Object

Length of Unit: 1.5 weeks

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

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## Standards for Sculpture 2

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L.12.7 Imagine complex situations from a variety of challenging points of view

Unit 9 - Portfolio

Length of Unit: 9 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