

**Elizabethtown Area School District  
Scope & Sequence - Quick Reference**



**Department:** Art

**Course:** Sculpture I

**Grade Level(s):** 9-12

<i>Unit Title</i>	<i>General Topic(s)</i>	<i>Pacing</i>
1. Intro to Sculpture	<ul style="list-style-type: none"> <li>● Space</li> <li>● 4 Basic Techniques: carving, casting, modeling, &amp; assembling</li> <li>● Papercraft (flat shape to 3D object)</li> <li>● Reasons &amp; ways sculptures are presented</li> <li>● Selecting/curating works for presentation</li> </ul>	2-3 days
2. Non-representational Form	<ul style="list-style-type: none"> <li>● Non-representational, abstract, and minimalist sculpture</li> <li>● Media: wire, paper maché, plaster</li> <li>● <b>Modeling</b> with skeletons &amp; skins</li> <li>● Constructing basic forms (sphere, cube, pyramid, cone, cylinder)</li> <li>● Intro to idea generation</li> <li>● In-progress critique &amp; self-assessment structure</li> <li>● Documenting process &amp; thumbnail sketching</li> </ul>	15-17 days
3. Clay Handbuilding	<ul style="list-style-type: none"> <li>● Art vs. Craft (arts &amp; crafts movement)</li> <li>● Fantasy vs. Surreal Art - composite creatures</li> <li>● Stages of clay (slip, plastic, leather hard, bone dry, bisqueware)</li> <li>● <b>Modeling</b> with hand building techniques (pinch pot, coil, slab, sculpt &amp; hollow)</li> <li>● <b>Molding/Casting</b> for press molds</li> <li>● Glaze &amp; underglaze</li> <li>● Idea generation (multiple approaches to begin)</li> </ul>	10-12 days
4. Observational	<ul style="list-style-type: none"> <li>● <b>Modeling</b> clay for observational sculpting</li> </ul>	3 days

<i>Unit Title</i>	<i>General Topic(s)</i>	<i>Pacing</i>
Sculpture	<ul style="list-style-type: none"> <li>• Ancient Greek/Roman sculptures, Neoclassical sculptures, Renaissance sculptures, Pop Art</li> <li>• Art historical works critically analyzed for historical representation</li> <li>• Interpreting &amp; understanding (“reading”) an artwork w/ evidence</li> </ul>	
5. Carving	<ul style="list-style-type: none"> <li>• <b>Carving</b> materials to create either a relief or sculpture in the round</li> <li>• Abstracting life (simplification)</li> <li>• Creating a maquette</li> <li>• Prehistoric stone sculptures and Middle Ages sculpture</li> <li>• Ancient Eastern/middle eastern relief sculptures</li> <li>• Initial reactions to work versus historical &amp; informed reaction to work</li> <li>• Multiple approaches to abstraction</li> <li>• Revising work after in-progress critique</li> <li>• Hypothesize &amp; analyze art’s influence on perception/understanding human experience</li> </ul>	15-18 days
6. Found Object	<ul style="list-style-type: none"> <li>• <b>Assembling</b> found objects to create sculptures</li> <li>• Modern sculptural art (using found objects)</li> <li>• Types of found objects (books, recycled materials, natural materials, etc) &amp; health, safety, &amp; environmental concerns with found objects</li> <li>• Work without a preconceived plan</li> </ul>	5 days
7. Installation	<ul style="list-style-type: none"> <li>• <b>Assembling</b> installations (playing with &amp; transforming space)</li> <li>• Postmodern art related to installations</li> <li>• Idea generation process (collaboratively)</li> <li>• Artistic investigation on present day life</li> </ul>	7-10 days
8. Independent Artwork	<ul style="list-style-type: none"> <li>• Idea generation (multiple approaches to begin)</li> <li>• In-progress critique &amp; self-assessment</li> <li>• Documenting process &amp; thumbnail sketching</li> <li>• Touches on HS Accomplished standards (VA:Cr1.1.IIa; VA:Cr1.2.IIb; VA:Cr2.1.IIa; VA:Cr3.1.IIa; VA:Pr.4.1.IIa - final)</li> </ul>	15 days