Ceramics 2 SYLLABUS

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COURSE DESCRIPTION

Ceramics II/Sculpture students will do intermediate work in clay and other 3-D materials. Students will work with ceramic methods of pinch, coil, slab and throwing along with other 3-D materials, such as: plaster of paris, paper mache, wire, cardboard, assemblage, wood construction, etc. A wide variety of functional and nonfunctional subject matter will be assigned using various ceramics and 3-D application methods. The study of aesthetics, art history, art criticism and art production are integrated into each unit. Ceramics II/Sculpture is taught to strengthen students' creativity, craftsmanship, and visual communication skills.

OBJECTIVES

- Develop a variety of skills in 3-dimensional hand-building and sculpting.
- Plan, create and present artwork.
- 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.

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:

- Functional Ceramics (Pottery)
- Nonfunctional Ceramics (Sculpture)
- Brainstorming/Research/Vocabulary
- Daily drawing/creativity exercises
- Glazing and/or painting finished works
- Create a digital portfolio with images of your strongest work

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 (Obscene alcohol/drugs/sexual references, foul language, violence etc...) will be reported to the administration and destroyed.

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 state law cell phones must be put away (backpack, pocket, locker, car) and not in use for the entire school day. If I SEE your phone during class, it will be confiscated and sent to the office.

Ipads: iPads 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. If you are using your iPad inappropriately it will be confiscated and returned at the end of class.

Headphones/Earbuds: These should not be used during class so you can hear me at all times.

Attendance: Being present in class every day is vital for success. If you are absent from class it is your responsibility to come to me for missing work or to use WIN sessions, study halls, and open periods to make up the lost work time for studio projects.

The district wide policy for attendance will be followed for this course. If you have 10 absences, you can no longer make up work when you have an absence. If you hit 13 absences you will lose all credit for the course.

If you are over 20 minutes tardy, you will be marked absent for the day. If you rack up five tardies, you will be assigned a detention.

GRADING

Completed projects will be graded based on the North Dakota Art Standards along with other project-specific criteria. 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

ART ROOM RULES

BE RESPECTFUL

- All people in this room deserve 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, or giving instructions.

BE RESPONSIBLE

- Be in your seat and prepared **before** the bell rings.
- Manage your time to meet deadlines.
- Cell phones off and put away and iPad used only for academic purposes.
- 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 a terrible day 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 your notebook for a quick draw or notes EVERY DAY.
  - 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 resources folder.
  - Folders will be numbered chronologically and will provide an outline for the week.
  - Assignments will be numbered and should be completed in order. All assignments will be in the assignments folder.
  - The current week's folder will always be at the top of our Schoology page.
  - All finished projects should be photographed and submitted on Schoology.
- **Use E hall pass to sign out for the restroom, nurse, locker, etc.**
  - Ask permission and then create a pass on your iPad. I will not create your pass.
  - No signing out during the first or last 10 minutes of class.
  - Make bathroom breaks as quick as possible. 5-10 minutes tops.
- **Leaving at the end of class.**
  - You will have 5-10 minutes to clean up. Time depends on how messy things get.
  - Neatly store your projects, sketches, and assignments to keep them safe.
  - 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 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.