



ORGANIZING THEME/TOPIC	FOCUS STANDARDS & SKILLS
<p>UNIT 1: ARMATURE BASED SCULPTURE</p> <p>Suggested projects: figurative, Design Based, gestural, portraiture</p>	<p>SKILLS</p> <ul style="list-style-type: none">• Utilize the planning process to turn a two-dimensional design into a three-dimensional sculpture.• Explore the use of line in sculpture / 3-D space• Develop appropriate proportions for the work• Develop structural integrity or strength• Create original works of art that demonstrate personal visual expression.
<p>UNIT 2: ADDITIVE SCULPTURE</p> <p>Suggested projects: Found Object, Recycled, cardboard, Foam, Reed / Rice Paper</p>	<p>SKILLS</p> <ul style="list-style-type: none">• Develop form from individual parts• Explore various joining methods.• Develop unity through the various parts• Develop structural integrity or strength for each sculpture.• Create original works of art that demonstrate personal visual expression.
<p>UNIT 3: SUBRTRACTIVE SCULPTURE</p> <p>Suggested Projects: Plaster, Alabaster, Foam</p>	<p>SKILLS</p> <ul style="list-style-type: none">• Incorporate effective negative space• Develop skills to think in reverse (taking away materials)• Create various levels of relief (low, high, transitions)• Create original works of art that demonstrate personal visual expression.
<p>UNIT 4: COLLABORATIVE SCULPTURE</p> <p>Suggested Projects: Claymation, Large Scale Commission, Interactive Mask photo shoot</p>	<p>SKILLS</p> <ul style="list-style-type: none">• Identify appropriate materials to meet objectives• Develop team work and communications skills• Delegate labor and tasks• Reflect and analyze work through various stages of development.• Use studio practices to maintain tools, conserve materials, and work efficiently



Visual Art |High School/Sculpture II



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<p>UNIT 1: ARMATURED BASED SCULPTURE Suggested projects: figurative, Design Based, gestural, portraiture</p>	<p>SKILLS</p> <ul style="list-style-type: none"> • Continue to utilize the planning process to turn a two-dimensional design into a three-dimensional sculpture. • Expand the use of line in sculpture / 3-D space to convey a specific visual idea or effect • Develop appropriate proportions for the work • Demonstrate mastery of structural integrity or strength • Create original works of art that demonstrate personal visual expression.
<p>UNIT 2: ADDITIVE SCULPTURE Suggested projects: Found Object, Recycled, cardboard, Foam, Reed / Rice Paper</p>	<p>SKILLS</p> <ul style="list-style-type: none"> • Develop form from individual parts • Refine various joining methods. • Develop unity through the various parts • Elaborate on methods of structural integrity or strength for each sculpture. • Create original works of art that demonstrate personal visual expression.
<p>UNIT 3: SUBTRACTIVE SCULPTURE Suggested Projects: Plaster, Alabaster, Foam</p>	<p>SKILLS</p> <ul style="list-style-type: none"> • Utilize effective use of negative space to create visually advanced concepts • Further develop skills to think in reverse (taking away materials) • Use various levels of relief (low, high, transitions) to convey a specific visual idea or effect • Create original works of art that demonstrate personal visual expression.
<p>UNIT 4: COLLABORATIVE SCULPTURE Suggested Projects: Claymation, Large Scale Commission, Interactive Mask photo shoot</p>	<p>SKILLS</p> <ul style="list-style-type: none"> • Explore innovative, sustainable, or technologically advanced materials to meet objectives • Develop team work and communications skills • Delegate labor and tasks • Reflect and analyze work through various stages of development. • Use studio practices to maintain tools, conserve materials, and work efficiently