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CW High School

Ceramics II

1. Introduction to Clay (5.00%)

Learning Targets

1.1 I can create a vessel inspired by ancient cultures that has a sequential narrative which includes a human figure and two or more decorative elements in a classical style.

Learning Target	Descriptor	Definition
4	Proficient	I can create a vessel inspired by ancient cultures that has a sequential narrative which includes a human figure and two or more decorative elements in a classical style.
3	Developing	I can design a sequential narrative to wrap around a vessel.
2	Basic	I can explain why Ancient Greeks and Mayans created Narratives on pottery.
1	Minimal	I can define the terms: form, function, vessel, and sequential narrative
0	No Evidence	No evidence shown.



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2. Hand Built Forms (30.00%)

Learning Targets

2.1 I can create thumbnail sketches and final piece of pottery influenced by art work from around the world.

Learning Target	Descriptor	Definition
4	Proficient	I can create thumbnail sketches and final piece of pottery influenced by art work from around the world.
3	Developing	I can research different artists from around the world and document the research showing at least three different examples.
2	Basic	I can identify the aesthetics and qualities of artistic functional pottery.
1	Minimal	I can define the terms: pinch, coil, extruder, slab, mold
0	No Evidence	No evidence shown.

2.2 I can create a sculpture that is 10 inches or taller, and has a strong meaning portrayed through the piece using the elements of art and principles of design.

Learning Target	Descriptor	Definition
4	Proficient	I can create a sculpture that is 10 inches or taller, and has a strong meaning portrayed through the piece using the elements of art and principles of design.
3	Developing	I can create a sculpture that is 8 inches, and uses the elements of art and principles of design.
2	Basic	I can sketch what I can sculpte to portray meaning.
1	Minimal	I can brainstorm what meaning I would like to create a piece on.
0	No Evidence	No evidence shown.

3. Surface Design (30.00%)

Learning Targets

3.1 I can design and create a plate in the style of Chinese blue-and-white ware using two features of the style to develop your own original styled motif.

Learning Target	Descriptor	Definition
4	Proficient	I can design and create a plate in the style of Chinese blue-and-white ware using two features of the style to develop your own original styled motif.
3	Developing	I can describe the history of blue-and-white ware and it's impact on the arts.



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Learning Target	Descriptor	Definition
2	Basic	I can identify techniques for using color and texture in surface decoration.
1	Minimal	I can define the terms: sprigging, oxides, carbonates, flux, bisqueware, and greenware.
0	No Evidence	No evidence shown.

3.2 I can create a final piece of pottery using at least two different color application techniques.

Learning Target	Descriptor	Definition
4	Proficient	I can create a final piece of pottery using at least two different color application techniques.
3	Developing	I can create a color scheme in my sketchbook to apply to my form using at least two of the color application techniques and create practice sheets demonstrating the techniques.
2	Basic	I can identify the color application techniques: brushing, masking, sponging and spattering.
1	Minimal	I can define the terms: brushing, masking, sponging and spattering.
0	No Evidence	No evidence shown.

3.3 I can create a final work of art using a printing method for surface design.

Learning Target	Descriptor	Definition
4	Proficient	I can create a final work of art using a printing method for surface design.
3	Developing	I can experiment with different transfers.
2	Basic	I can describe and identify different printing techniques for clay.
1	Minimal	I can define the terms: Transfer Printing, Monoprinting, Photo Emulsions and decals.
0	No Evidence	No evidence shown.

3.4 I can create a simple piece using high fire clay and apply my high fire glaze combinations to make a unique combination.

Learning Target	Descriptor	Definition
4	Proficient	I can create a simple piece using high fire clay and apply my high fire glaze combinations to make a unique combination.
3	Developing	I can research high fire glaze color combinations and put the recipes and examples in my sketchbook.
2	Basic	I can identify and explain the difference in these firings.
1	Minimal	I can define the terms: low fire, high fire, and raku.



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Learning Target	Descriptor	Definition
0	No Evidence	No evidence shown.

3.5 I can create a completed piece of glaze fired pottery that successfully uses the sgraffito surface design technique.

Learning Target	Descriptor	Definition
4	Proficient	I can create a completed piece of glaze fired pottery that successfully uses the sgraffito surface design technique.
3	Developing	I can follow the steps to create my sgraffito design and bisque fire my work.
2	Basic	I can illustrate at least three different ideas for sgraffito design in my sketchbook.
1	Minimal	I can define underglaze, glaze and sgraffito
0	No Evidence	No evidence shown.

4. The Firing Process (5.00%)

Learning Targets

4.1 I can make a clay piece and safely participate in the firing, and explain the firing process.

Learning Target	Descriptor	Definition
4	Proficient	I can make a clay piece and safely participate in the firing, and explain the firing process.
3	Developing	I can demonstrate the difference in a pieces fired in reduction atmosphere and an oxidation atmosphere.
2	Basic	I can identify and explain the saggar, raku and SA-KU firing processes.
1	Minimal	I can define the following terms: atmosphere, cone, glaze, and raku
0	No Evidence	No evidence shown.



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5. Thrown Forms (10.00%)


Learning Targets

5.1 I can create a piece of pottery on the potters wheel that was centered and has trimmed foot.

Learning Target	Descriptor	Definition
4	Proficient	I can create a piece of pottery on the potters wheel that was centered and has trimmed foot.
3	Developing	I can practice throwing basic forms on a potters wheel
2	Basic	I can identify a centered piece of clay, trimming and collaring
1	Minimal	I can define the terms: centering, coning, dome, collaring and trimming.
0	No Evidence	No evidence shown.

5.2 I can create a series of work using throwing techniques, hand-building or a combination of the two methods to create a series that relate to each other in a style that reflects my concept theme.

Learning Target	Descriptor	Definition
4	Proficient	I can create a series of work using throwing techniques, hand-building or a combination of the two methods to create a series that relate to each other in a style that reflects my concept theme.
3	Developing	I can research, experiment and decide on a theme and method of construction for making my series of work.
2	Basic	I can identify the steps in throwing a cylinder.
1	Minimal	I can define throwing, hand building, theme and series.
0	No Evidence	No evidence shown.



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6. Portfolio (20.00%)

Learning Targets

6.1 I can demonstrate inquiry through art and design and development of materials, processes, and ideas over the course of a trimester.

Learning Target	Descriptor	Definition
4	Proficient	I can demonstrate inquiry through art and design and development of materials, processes, and ideas over the course of a trimester.
3	Developing	I can display my artwork, process, and reflections in a portfolio format.
2	Basic	I can utilize artistic vocabulary when communicating in my portfolio.
1	Minimal	I can create a written plan on how to organize my portfolio.
0	No Evidence	No evidence shown.

Submitted on 2/7/2022 by