First Quarter	Second Quarter	Third Quarter	Fourth Quarter
<ul> <li>Additive Sculpture <ul> <li>Non-objective theme</li> <li>Repetition, scale, shape, balance, rhythm</li> <li>Structure, working in-the-round</li> <li>Hardboard, chipboard, foam-core</li> <li>Cutting tools (proper blade techniques, score cut, etc.)</li> </ul> </li> </ul>	<ul> <li>Working in Miniature</li> <li>Creating a miniature 3-D space</li> <li>Focus on reduced scale, visual proportion, focused details</li> <li>Model making techniques</li> <li>Mixed media, repurposed materials modeling clay techniques</li> </ul>	<ul> <li>Metal</li> <li>Wire sculpture (movement, rhythm, space)</li> <li>Copper Repousse (bas-relief, surface texture, patina)</li> <li>Basic hand tools – pliers, clamps, center punch, metal hammer, surface finishing, patina</li> </ul>	<ul> <li>Paper Fibers/Mixed Media         <ul> <li>Handmade book, book styles, binding techniques, cover design (functional art form)</li> <li>3-D paper sculpture (form, texture, space, balance,) free-standing, wall mounted or suspended</li> </ul> </li> </ul>
<ul> <li>Methods for joining materials (slits, feet, binding, angles, etc.)</li> <li>Human Figure         <ul> <li>Body proportion, human anatomy, observational life drawing</li> <li>Wire armature, plaster, modeling clay</li> <li>Creating a relationship with movement/balance</li> </ul> </li> </ul>	<ul> <li>Ceramic Series</li> <li>Hand-building methods (slab, coil, mold)</li> <li>Functional 3-D forms (mug, bowl, pottery set)</li> <li>Bas-Relief tiles (decorative)</li> <li>Glaze applications, washes, underglaze</li> <li>Texture and surface treatments</li> </ul>	<ul> <li>Carving (subtractive)</li> <li>Balsa wood, plaster block (organic forms from nature)</li> <li>Carving concave and convex curves, organic surface</li> <li>Free-standing &amp; <i>in-the-round</i> form</li> <li>Basic reduction carving techniques, marking, negative space/positive space, chisels, tools, surface, finishing.</li> </ul>	<ul> <li>Final Project - subtractive carving in plaster or soapstone</li> <li>Visual research, multi-view sketches, photo references</li> <li>Subtractive carving techniques, hand tools (chisels, files, saws) surface finishing/polishing.</li> </ul>
<ul> <li>Sketchbook and out of class assignments</li> <li>Continuation of lessons &amp; observations, visual research</li> </ul>	<ul> <li>Sketchbook and out of class assignments</li> <li>Continuation of lessons &amp; observations, visual research</li> </ul>	<ul> <li>Sketchbook and out of class assignments</li> <li>Continuation of lessons &amp; observations, visual research</li> </ul>	<ul> <li>Sketchbook and out of class assignments</li> <li>Continuation of lessons &amp; observations, visual research</li> </ul>

## **Student Skills and Abilities**

After the completion of Sculpture, students will be able to:

- 1. Design, plan and construct a free-standing form using proper building methods, balance and smart design choices.
- 2. Create both realistic and non-objective sculptures that communicate a clear idea.
- 3. Create hand-built ceramic works that are fully functional and aesthetically pleasing.
- 4. Carve materials such as plaster, wood and stone using subtractive carving techniques and tools to reveal a realistic 3-D form.
- 5. Discuss the overlap between sculptural design and utility (function.)