



# COURSE GUIDE: POWER STANDARDS & LEARNING TARGETS

*A Tradition of Pride*

## CERAMICS II (9-12)

Students will create images in art that relate to the past and present.	Students will design and produce quality images and objects.	Students will create art from their experiences.
Students will use their imaginations and creativity to develop solutions to problems.	Students will reflect upon the meanings of art.	

### LEARNING TARGET DESCRIPTIONS

- ☐ Level 3 learning targets **demonstrate understanding of foundational and complex knowledge.**
- ☐ Level 2 learning targets **demonstrate understanding of foundational knowledge.**

POWER STANDARD:	LEARNING TARGET: STUDENTS WILL ...
Students will create images in art that relate to the past and present.	Level 3
	<input type="checkbox"/> Combine handbuilding techniques to create finished pieces of art
	<input type="checkbox"/> Create well-constructed forms using pottery wheel including trimming
	<input type="checkbox"/> Create artwork that is detail oriented, trimmed, clean, burnished
	Level 2
	<input type="checkbox"/> Utilize handbuilding techniques: pinch, slab, coil to an advanced degree
	<input type="checkbox"/> Utilize the pottery wheel, developing throwing skills
	<input type="checkbox"/> Utilize a variety of hand tools/choose appropriate tool for the job
	<input type="checkbox"/> Recycle unfired clay and maintain clay supply
	<input type="checkbox"/> Use additive and/or negative sculpture techniques to create well balanced, complete work
POWER STANDARD	LEARNING TARGET: STUDENTS WILL ...
Students will design and produce quality images and objects.	Level 3
	<input type="checkbox"/> Create quality artwork by footing their pottery in variety of ways



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	<input type="checkbox"/> Decorate a clay surface through a variety of thoughtful advanced glazing/painting techniques such as, underglaze painting, wiping back, layering glazes
	<input type="checkbox"/> Decorate surface using a variety of advanced carving techniques: slip trailing, sgraffito, mishima
	<input type="checkbox"/> Create complex patterns and textures using variety of technique/tools
	<b>Level 2</b>
	<input type="checkbox"/> Utilize sketches along with patterns as a part of the process of creating art, keeping record of processes for future reference
	<input type="checkbox"/> Use various tools for clean, well planned texture purposes paying attention to finishing edges and surfaces
	<input type="checkbox"/> Join clay parts by scoring, slipping and fusing at a high level of skill
	<input type="checkbox"/> Utilize the handbuilding techniques: pinch, slab, and coil methods in combination to create clean, high quality works
	<input type="checkbox"/> Dry objects slowly and evenly, preventing cracking and repair when/if needed
	<input type="checkbox"/> Utilize time management skills while considering dry time/work time/clean up time
<b>POWER STANDARD</b>	<b>LEARNING TARGET: STUDENTS WILL ...</b>
Students will reflect upon the meanings of art.	<b>Level 3</b>
	<input type="checkbox"/> Design and create artwork to elicit specific emotion
	<input type="checkbox"/> Evaluate their work through writing or verbal critique and make needed changes when possible
	<input type="checkbox"/> Develop and create artwork to address form vs function
	<b>Level 2</b>
	<input type="checkbox"/> Understand and use vocabulary related to the course
	<input type="checkbox"/> Plan and execute design work that has personal meaning
	<input type="checkbox"/> Be able to discuss the meaning behind their artwork after planning out thematic pieces



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POWER STANDARD:	LEARNING TARGET: STUDENTS WILL ...
Students will create art from their experiences.	Level 3
	<input type="checkbox"/> Solve problems experienced during work time independently
	<input type="checkbox"/> Create a functional, refined and finished piece of artwork that solves a problem
	<input type="checkbox"/> Utilize a wide variety of tools/equipment/tricks/techniques independently in order to create a wide body of work
	<input type="checkbox"/> Utilize a wide variety of tools/equipment/tricks/techniques independently in order to create a wide body of work
	Level 2
	<input type="checkbox"/> Plan and execute artwork based on a “need” or to serve a purpose
	<input type="checkbox"/> Design and make artwork to improve upon previous work or the work of another artist’s piece
	<input type="checkbox"/> Develop themes in artwork across build techniques
Students will use their imaginations and creativity to develop solutions to problems.	<input type="checkbox"/> Utilize range of tools, recognizing their purposes, safe use, and best practice
	POWER STANDARD:
	LEARNING TARGET: STUDENTS WILL ...
	Level 3
	<input type="checkbox"/> Create work that fulfills the brief in their own creative way and maintain record of the process, glazes, etc
	<input type="checkbox"/> Create work after choosing best techniques of handbuilding and wheel throwing; test the limits of those techniques
	<input type="checkbox"/> Utilize best choice techniques/tools/ processes and skills to create clean, well finished work
	<input type="checkbox"/> Utilize a variety of surface design work including additive and subtractive methods
	Level 2
	<input type="checkbox"/> Refine use of the range of handbuilding skills
	<input type="checkbox"/> Demonstrate that forms may need continuity and unity from any view



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|  | <input type="checkbox"/> Plan and execute art from own ideas  |
|  | <input type="checkbox"/> Use time well, maintain multiple projects to enable best usage of time within capabilities of the materials and techniques |

## Notes:

- The number(s) behind the course title indicate the grade(s) the course is offered.
- (L) = Omro Laude Course