

Ceramics Tech 1 Semester at a glance

Pinch
1-2 weeks

U- Understand Native American Pinch Pot art
K- wedged clay, unwedged clay, greenware, bisque-fired, glaze, scoring, slip, form, craftsmanship, principles of design
D- create a pinch pot that introduces you to the class by incorporating texture & using tools

Tiles
3 weeks

U- Understand the history of Islamic, Moroccan & Spanish tiles as it relates to ceramics
K- additive & subtractive sculpture, slab roller, slip, form, repetition, balance, form, asymmetrical, craftsmanship
D- create 5 asymmetrical tiles with additive & subtractive sculpture based on nature

Totem
3 weeks

U- Understand the history of totem poles, why they were created, different styles and animals and their meanings
K- coil construction, sculptural additions, texture tools, the extruder, dies, balance, weight, scale
D- create a portion of a ceramic totem to be constructed as a class

Sgraffito
3 1/2 weeks

U- Understanding of sgraffito, and taking information and converting it to a visual piece
K- proportion, gesture, form, line, space, value, sgraffito, underglaze, wax resist, interpretation
D- create a ceramic piece that is an interpretation of another student's dream, the design & form should relate to each other

Building
3-4 weeks

U- Understand construction of architecture, Gaudi, and other artists
K- slab construction, texture, color theory
D- create a building using the slab method of construction

Abstract
Emotions
2 weeks

U- Understand how colors can be used to help tell a story and how to visually interpret emotions without recognizable forms
K- sculpture, texture, form, layers
D- create a sculptural piece that shows a complex emotion felt throughout the day

Wheel
all semester

U- Understand how to throw on the wheel
K- centering, bringing up the walls, trimming, ribbon tool, wooden modeling tool, needle tool
D- create a 5" wheel piece altered in some way

Final
3-4 weeks

U- Understand how to take inspiration from a source without plagiarizing
K- research, form, texture, layers, color, design
D- create a ceramic piece based on a local artist showing growth over the course of the semester