

SJI Yr 4 IP Art 2019

Big Idea	Art Connects Ideas and Create New Meanings		
Concept	System, Form, Aesthetics		
Generalisations/ Enduring Understanding	<p>System Level 1 System helps us view things holistically Level 2 System encompasses different inter-relationships between the existing elements in a complex system Level 3 System can inscribe a coherency into what would otherwise seem to be utterly disparate works.</p>	<p>Form Level 1: Form can give life to art Level 2: Form can promote, critique or provide an interpretation on life Level 3: Form can determine how we experience and interpret the artist's intent</p>	<p>Aesthetics Level 1: Aesthetics involve the creation of perceptions Level 2: Artists are able to interpret visual language and develop their own language. Level 3: The study of aesthetics develops skills for the critical appreciation and analysis of art, culture and nature.</p>
Assessment	<p>[CREATE] Performance Tasks (Term 1 - 20%) + (Term 2 - 20%) + (Term 3 & 4 - 20%) = 60%</p> <p>[PLAY & INVESTIGATE] Art making process/Reflection - 30%</p> <p>[PRESENT] Presentation - 10% (Includes attendance and class participation)</p>		

Context (Theme)	Artistic Processes	Medium	Visual Qualities
<ul style="list-style-type: none"> Using traditional and non-traditional materials to make sculptures that addresses the theme of technology today. 	<ul style="list-style-type: none"> CREATE — Creative use of line and form to communicate effectively. PLAY — Work independently and collaboratively with a keen and curious mind to discover new things. INVESTIGATE — Learning from art history and the art making processes. PRESENT — Articulate artistic intentions. 	<ul style="list-style-type: none"> Semester 1 — Ceramics Semester 2 — Contemporary sculpture using traditional and non-traditional materials including plaster, paper, plastic, found objects and household items. 	<ul style="list-style-type: none"> Semester 1 & 2 — Sculptures made apply good knowledge of the elements and principles of art. Evidence of the manipulation of form that has the ability to communicate meaning related to theme of technology.

Week	Knowledge	Skills	Understanding	Activities
1	Introduction to ceramics	<ul style="list-style-type: none"> Pinch technique 		<p>Create: Ceramic Vessel The Matrix — Make a small vessel using the pinch technique that is inspired by <i>The Matrix</i> film.</p>
2	Ceramics — Vessel	<ul style="list-style-type: none"> Coiling + Wheel technique 	<p>EU1: Form can give life to art</p> <p>EU1 System helps us view things holistically</p>	<p>Create: Ceramic Vessel Our Transport System — Create a small non functional vessel using coiling and the wheel technique. The form considers the personal and how it's related to the transportation system that we use today.</p>
3	Ceramics — Vessel	<ul style="list-style-type: none"> Slab technique 	<p>EU1: Aesthetics involve the creation of perceptions</p>	<p>Continuation: Use the slab technique to create decorative elements to add on to the vessel. Consider design elements used on maps as a visual reference.</p>
4	Introduction to ceramic abstract sculpture	<ul style="list-style-type: none"> Throwing technique on the electric wheel 		<p>Create: Ceramic Plate & Bowl Nature — Make a plate and bowl using either the wheel, slab, or coil technique. Apply the various techniques learned to decorate the plate and bowl with designs and motifs that are inspired by nature.</p> <p>Constraints:</p> <ol style="list-style-type: none"> The plate and bowl must be symmetrical. The designs of the decorative elements must be approached with the concept of pattern making. The patterns can be overlaid, punched through, or engraved.
5	Gallery/site visit		<p>EU2 System encompasses different inter-relationships between the existing elements in a complex system</p>	<p>Term 1 final project brief (20%)</p> <p>Create: Ceramic Teapot Set Make a teapot with 2 cups in response to a gallery or site visit in line with the theme of "Exploring Technology Today."</p>
6 - 7	Project time	<ul style="list-style-type: none"> Combining techniques 	<p>EU2 Form can promote, critique or provide an interpretation on life</p>	<p>Enablers:</p> <ul style="list-style-type: none"> Personal choice of ...
8	Submission & Presentation			<p>Constraints:</p> <ul style="list-style-type: none"> Apply only the techniques learned (pinching, coiling, hand)

Week	Knowledge	Skills	Understanding	Activities
1	Introduction to ceramic figurative sculpture	<ul style="list-style-type: none"> Additive technique 	EU1: Form can give life to art	<p>Create: Ceramic figurative sculpture</p> <p>I wonder as I travel — Faces are what we see around us as we commute daily. What lies beneath those faces; the thoughts and imaginations, are a mystery to the eye, except our very own. Students will be tasked with making a small ceramic self-portrait head sculpture using the additive technique that is inspired by the theme “I wonder as I travel.” The sculpture should consider the styles of both realism and abstract.</p>
2	Ceramics — Figurative	<ul style="list-style-type: none"> Subtractive technique 		<p>Continuation:</p> <p>Apply the subtractive technique for refinement and addition design elements.</p>
3	Ceramics — Figurative	<ul style="list-style-type: none"> Additive technique Subtractive technique Slab technique Slip technique 	<p>EU2: Artists are able to interpret visual language and develop their own language.</p> <p>EU2 System encompasses different inter-relationships between the existing elements in a complex system</p>	<p>Continuation:</p> <p>Today as we travel. we are constantly being connected through the internet. Visually, our bodies are seen as extensions of this technology when we wear smart smarts, use sophisticated wireless earphones, and walk around with phones constantly in our hands. As a continuation, students will have to create a body to contain/support the self-portrait ceramic head already made. The form of the “body” should take inspiration from technologies supporting the concept of connections. The sculpture should consider the styles of both realism (visible body parts) and abstract.</p>
4	Ceramics — Figurative			<p>Continuation:</p> <p>Apply the various ceramic sculpture techniques for refinement and addition of design elements.</p>
5 COACHING	Gallery visit		EU2 Form can promote, critique or provide an interpretation on life	<p>Term 2 final project brief (20%)</p> <p>Create: Ceramic Figurative Sculpture</p> <p>Students are to create a figurative ceramic sculpture with elements of the abstract. In response to a gallery or site visit in line with the theme of “Exploring Technology Today.”</p> <p>Enablers:</p> <ul style="list-style-type: none"> Personal choice of <p>Constraints:</p> <ul style="list-style-type: none"> Must apply the techniques learned throughout the semester
6 - 7	Project time	<ul style="list-style-type: none"> Combining techniques 		
8	Submission & Presentation			

Week	Topic	Skills	Understanding	Activities
1	Introduction to contemporary sculpture	<ul style="list-style-type: none"> Charcoal drawing 	EU1: Form can give life to art	<p>Create: Drawing</p> <p>Connecting Spaces with Technology — The spaces in SJI during a change in periods and breaks are full of life and movement. Teachers walking along the corridors, door being opened, waiting for the lifts, students queueing up in the canteen, etc. Students will be tasked to draw those spaces in charcoal, reflecting and applying visual techniques to show movement in space. Movement can be shown in a variety of ways including expressive gestural drawing, the use of human figures, or by using dynamic composition.</p>
2	Paper sculpture	<ul style="list-style-type: none"> Paper sculpture 	<p>EU1 System helps us view things holistically</p> <p>EU1: Aesthetics involve the creation of perceptions</p>	<p>Create: Drawing + Paper Sculpture</p> <p>Continuation: Further extend the meaning of the charcoal drawings by transforming them into sculptures that considers how technology have impacted them. Various techniques such as cutting, folding, gluing, the addition of foreign materials, and creating a structure to support the drawings can be used.</p>
3	Wearable Sculpture	<ul style="list-style-type: none"> Cutting techniques Painting Texture creation Creating harmony in patterns and colour 	<p>EU2 System encompasses different inter-relationships between the existing elements in a complex system</p> <p>EU2 Form can promote, critique or provide an interpretation on life</p>	<p>Create: Wearable Sculpture</p> <p>I am what I wear (Social Media) — Social media is a powerful tool for the dissemination of news, creating influence, generating knowledge, and altering the way we perceive the world. For this assignment, students will be tasked with creating a wearable sculpture that is influenced by social media. The work should also reflect a personal commentary on how social media has affected the students' lives. Materials used can include canvases, paint, printouts, magazines, found objects, applying various adhesive/joining techniques.</p>
4				<p>Continuation: Continue to refine and make improvements to the work.</p>
5	Sculptural chandelier	<ul style="list-style-type: none"> Cutting technique Wire manipulation technique 	<p>EU2 System encompasses different inter-relationships between the existing elements in a complex system</p> <p>EU2 Form can promote,</p>	<p>Create: Sculptural Chandelier</p> <p>Old tech made new — Technology is fast changing today, and so does the aesthetics that follow. Think about how big mobiles phones were, or the old typewriters. We used to listen to the walkman playing on cassette tapes. Now everything is on a mobile phone. Students will be tasked with making their own chandelier, using the concept of connecting back to their years of growing up with technology. How can they make a chandelier sculpture that is able to transform technological aesthetics of the past, and turn them into something that reflects the present day</p>

			critique or provide an interpretation on life	or even future? Wire, found objects, and various art making materials can be used for the artwork.
6	Sculptural chandelier	<ul style="list-style-type: none"> • Cutting technique • Wire manipulation technique 		Continuation: Continue to refine and make improvements to the work.
7 COACHING	Gallery visit		EU2 Form can promote, critique or provide an interpretation on life	Term 3 & 4 final project brief (20%) Create: Sculpture Make a sculpture in response to a gallery or site visit in line with the theme of “Exploring Technology Today.” Enablers: - Personal choice of Constraints: - Must apply the techniques learned throughout the semester.

Lesson Delivery (Term 4 – Experimental & Time Based Sculpture)					
Week	Topic	Skills	Understanding	Activities	Resources
8 - 9	Project time				
10	Submission and presentation				