3D Design Scope and Sequence

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SOL Strands** | **1st 9 Weeks at a Glance:** | **2nd 9 Weeks at a Glance:** | **3rd 9 Weeks at a Glance:** | **4th 9 Weeks at a Glance:** |
| **Visual Communication (SOL –AIV 1-10)** | **Big Idea - Identity** * Relief Sculpture
* Additive sculpture
 | **Big Idea - Symbolism and transformations*** Building on Personal Series
* Painting
* Introduction to framing
* Artist Portfolio Development and Assignments
 | **Big Idea - Messages, Meanings and Media**Contemporary Topics* + Sculpture - Bas Relief and Sculpture in the Round
	+ Artist Portfolio Development and Assignments
 | **Big Idea - Power in Commentary Art*** Mixed Media and Digital Imaging
* Preparing Art for Exhibition
* Artist Portfolio Development and Assignments
 |
| **Cultural Context/Art History****(SOL-AIV 11-19)** | Exploration of Contemporary Artists dealing with Identity | Art v/s ArtifactHow do different contemporary cultures incorporate Humanism and History in artworks? | Contemporary Sculpture –* Site specific sculpture v/s artist perception of space
 | * Representations of Power in Art
* Understanding and Relating Commentary in Documentary Art
 |
| **Judgment/ Criticism****(SOL -AIV 20-25)** | Introduction to critiquing and looking for visual clues and hidden messages | Understanding culture through understanding the artwork | Understanding range of purposes for sculpture | * Evaluating Messages in Art
* Ethics and Exhibition
* Advertizing and Artist Networks
 |
| **Aesthetics****(SOL – AIV 26-31)** | Finding Commonalities in Seemingly different artworks | Perception v/s Reality  | Monuments v/s Memorials | Understanding how art reflects and influences society. |