3D Design Scope and Sequence

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| **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 Artifact  How 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. |