

3-D Design 2 – Ceramics and Sculpture

Westmont High School

Course	3-D Design 2	
Instructor	Courtney Jasiulek	
Room Number	11/12	
Email Address	cjasiulek@cuhsd.org	
Phone & Extension	408-626-3406 *4586	
Department Website	https://westmontart.weebly.com/about-the-program.html	
Materials		Spiral-bound Sketchbook : Blank, 9" x 12" At least 75 pages. (See the required <i>materials list</i> .)
Remind	Sign up to keep in touch. Get reminders for due dates, etc. Text the class code to 81010. Period 3's class code: @3djasiulek	
Google Classroom	We will utilize Google Classroom for various purposes in class. Period 3's class code: o9kjk0	

COURSE DESCRIPTION:

3-D Design 2 is an advanced class that continues the use of handbuilding skills in ceramics and techniques in creating sculptural forms. Students investigate various technical, aesthetic, and conceptual issues related to 3-D art. Through a series of projects, students develop personal expression and visual communication, and experiment with new materials. Students are expected to be competent in basic ceramic skills and decorating methods. Projects will require creative problem-solving and students will use sketchbooks to document ideas and plans. There is also a focus on developing communication skills through writing and talking about art.

COURSE OBJECTIVES:

- Improve and build upon existing skills and explore advanced 3-D art techniques.
- Develop and implement possible solutions for technical, formal, and conceptual concerns.
- Gain a deeper understanding of the Elements and Principles of Design, art history, and trends in the arts.
- Apply academic vocabulary in class discussions, critiques, presentations, and written reflections.
- Develop a verbal and visual sculpture vocabulary by being introduced to traditional and contemporary artists' works and styles.
- Practice the skills to become self-directed learners, setting goals and standards, developing personal integrity, and collaborate and model their proficiencies in school.
- Maintain a portfolio of work represented by digital images and personal reflections.

OVERVIEW OF COURSE WORK and GRADING POLICY:

Semester grades are determined by:

60% Projects and Classwork – Projects that student plan and take several weeks to complete. Project plans, project evaluations/reflections, critiques, class activities, and Art Analysis.

20% Studio Habits (Participation)

10% Artist of the Week/Sketchbook Entries

10% Quizzes and Tests

Grading reflects the importance of both process and product. Criteria and expectations for each project may be different and will be established and explained at the beginning. Grading in this course follows the percentage breakdowns:

A+	50% - 47%			
A	46% - 44%		C	26% - 24%
A-	43% - 41%		C-	23% - 21%
B+	40% - 37%		D+	20% - 17%
B	36% - 34%		D	16% - 14%
B-	33% - 31%		D-	13% - 11%
C+	30% - 27%		F	10% and below

ATTENDANCE:

This is a studio class, and majority of the work is completed in class. It is important that students attend class everyday.

A. Absences and Truants- If you are absent, it is your responsibility to find out what you missed.

For excused absences, you must make up missed work on your own time (at home/use Study Hall!). Your *Studio Habits* grade will not be penalized for that day.

Frequent unexcused absences (truants) will result in a grade of zero (0) for the day's assignment, including Studio Habits. Truants will also warrant a phone call home/contact with the AP.

B. Tardies- "On time" means you are inside the classroom when the bell rings. Any student walking in late unexcused will be marked *tardy*. A third-offense will result in a phone call home.

MAKE UP POLICY and LATE WORK: Deadlines for major projects are assigned in advance and students are given ample time to complete the work.

Major Projects – The due date is the final class day you will be provided to work on the project. Students have **1 week after the due date** (grace period) to complete the project without a penalty. After that, the grade will lose 1 point for every day it is late. **The student must notify Ms. J for an extension prior to the assigned due date.**

-Assignments that are not turned in by the deadline will receive a zero; grade will be adjusted once the work has been submitted.

For more information, visit: westmontart.weebly.com/grading-policy.html

CELL PHONE/ELECTRONICS POLICY:

Cell phones/electronic devices are not allowed to be used during any portion of class time.

This includes listening to music, watching videos, texting/using social media, accepting/making phone calls, taking videos/photos, playing games, etc.

Students cannot play/wear their earbuds during demonstrations, lectures, quizzes/tests, class discussions, and work time. If you enter the room with earbuds on, I will ask you to take them out.

The phone/device should be put away before class starts. The devices should not be visible; *when in doubt, keep the devices stored away.*

Sometimes you will need to use your cell phone/device. If Ms. J explicitly asks you to, do so responsibly.

Failure to adhere to expectations will have the following consequences:

1st offense- Phone/device will be confiscated and placed in the “Cell Phone Corral”. It will remain there for the duration of class. Student will lose Studio Habit points. The phone will be returned at the end of class when the bell rings. No warnings will be given.

2nd offense- Device will be confiscated for the class period and taken to the office/Assistant Principal. The student will need to pick it up from there. No warnings will be given.

For repeated violations, the phone will be confiscated, given to the Assistant Principal, parents will be contacted, and a referral will be issued.

If the student argues and refuses to hand over their phone, the student will be sent to the office and a referral will be written.

REQUIRED MATERIALS FOR CLASS

1. 9" x 12" blank, spiral-bound sketchbook with at least 75 pages (size 8" x 11" is okay).
(OR, blank paper stapled together.)
This can be purchased at Michaels, Target, Walmart, Joann's, etc.
2. Plastic folder (*to store papers, worksheets, notes, etc., in the classroom*)
3. Old shirt or apron (*clay can be messy and dusty, paint can stain clothes*)
4. Pencils (*not pens, you will need to draw in class*)
5. Plastic bags (*gallon size, to keep your clay projects moist*)

CLASS MATERIALS DONATION IS REQUESTED: Please read!

Art materials and supplies for class are purchased by Westmont's Art Department and then provided for students throughout the year. Westmont deeply appreciates **voluntary** donations in fundraising for this program. We do not charge a fee and we fully understand that donations need to be voluntary. For this specific program, the projected cost per child is **\$40**.

We request that you consider making a voluntary donation of **\$40** to support the continuing success of this program.

Keep in mind while some supplies are shared by students in class, other supplies used will be taken home on the actual art projects, such as clay, glaze, and paint. Thank you for your support of the arts!

The donation helps cover the cost of clay, glazes, ceramic tools, wire, acrylic paint, paper, glue, tape, etc. Want to donate materials? Ask Ms. Jasiulek!

How to contribute a donation:

Donations (cash or check) need to be paid at Westmont's Student Store (or submit your donation via Westmont's online web store on the WHS website; search for *3-D Design*).

Please make checks payable to *Westmont High School*. Print your student's name clearly on the check. If you have any questions, please contact Ms. Jasiulek.

STUDIO HABITS (aka PARTICIPATION):

Students share a classroom with others and a teacher. An art room functions differently than a core class; students need independent time to work. 3-D Design helps students develop good work habits. So, students are expected to perform daily work to the best of their capacity.

A set of **Studio Habits** for success have been established and will be maintained:

- Be prepared for class – bring your work, notebook, pencil, to class every day.
- Make efficient use of class time. Be on-task for most of the time.
- Be self-directed, but don't be afraid to ask questions.
- Make meaningful contributions to class discussions. Ask good questions and/or offer ideas.
- Participate in group work in a constructive manner.
- Properly clean up at the assigned time. Return materials to where they belong.
- Have a positive attitude. Be cooperative.
- Display excellent effort during work time.
- Follow the cell phone policies.

RULES & STUDIO EXPECTATIONS:

Classroom rules are about preserving everyone's right to learn and work together in a safe and supportive environment, and as your teacher, it is my job to maintain that environment.

1. Respect the people and the contents of the classroom. This is a safe space where everyone should feel accepted, valued, and able to create. Be sensitive to the ideas, opinions, and property of others.
2. Keep your language and conversations appropriate.
3. **No food or drink** in the classroom (water is okay).
4. Use the art materials as instructed; they must not be *misused*. You are responsible for the handling of any materials. The art classroom can be the safest room in the school if the students respect the materials and their surroundings.
5. Equipment, materials, and supplies will not be wasted. If the equipment is broken, or supplies disappear, we may not be able to replace them. Let Ms. J know if something breaks. Do not help yourself to materials/supplies unless directed to do so.
6. Do not THROW any materials (ie, clay). You will be subject to loss of studio privileges and an immediate referral. **Ms. J does not tolerate this behavior and is very serious about this.**
7. Chromebooks, computers and supplies are not to be used for other academic subjects or personal use. Please do not remove materials for other classes, especially paper and paint.
8. Do not go outside unless you have Ms. J's permission. If you are outside in the patio for any reason, be quiet and respectful of classes nearby. If this privilege is abused, you will lose access.
9. During demonstrations, students are required to gather around/stand close to the area where the teacher's demonstrating.
10. **Movies:** As time allows, clips from PG-13/R-rated movies may be shown in class. Movies will always be chosen carefully to reflect the objectives of the unit. Act appropriately. If you are not able to watch PG-13/R rated films, please advise Ms. J before the film. No R-rated movie will ever be shown in its entirety.

CLASS PROCEDURES:

1. Bring all of your required materials to class. Bring a pencil. Read the whiteboard for instructions and go to your assigned seat.
2. Clean up happens the last 5-10 minutes of class and you are expected to participate. Failure to clean up will result in loss of participation points. You may also lose the privilege of using certain supplies. Do not put away your work or clean up before you are asked to.

3. Use class time effectively to work, get help from others, watch demonstrations, and get materials for projects. If you waste time such as excessive talking or wandering around, your behavior will be noted.
4. Class is not dismissed until the work space has been cleaned, chairs pushed in, and the teacher dismissed you. Do not gather at the door at the end of class.
5. **Restrooms:** Students receive 4 bathroom passes each semester. Unused passes are turned in for extra Studio Habit points at the end. (They will not be applied if the student has 5 or more truants, or 10 or more tardies.) When all passes are used up, the student loses Studio Habit points.

3-D Design 2 Syllabus Discipline and Safety Contract

Discipline Hierarchy of Consequences

1st offense: Verbal warning.

2nd offense: Verbal warning and Ms. J will speak to the student. Parent phone call may occur.

3rd offense: Referral and parent phone call occurs. Meeting with the AP and parents may be arranged.

If immediate action is required for unacceptable behavior, a referral will be written on the spot.

Safety Contract

These rules are for your safety. Everyone is required to follow them. Failure to do so may result in a grade loss, lost privilege to certain tools or equipment, and/or referral to the AP on the FIRST offense.

No horseplay. Horseplay is dangerous and has no place in the art room. Do not run around, chase or push anyone, or point sharp objects at others while in the art room. It could result in someone being injured. This includes making a mess on purpose.

Report every accident, no matter how small: Accidents happen. Get first aid for every cut or scratch. You will be working in close proximity with other artists.

Cutting tools:

-We use paper cutters, X-acto knives, and razor blades. You will be taught how to safely use them. Use common sense when working.

-Do not **leave the room** with cutting tools.

-Do not cut directly on the table or any other surface not meant for cutting for any reason, not even "pretending" to carve.

Please sign and return under this line acknowledging that you have read the syllabus and will adhere to the class rules.

I have read and understand the syllabus for **3-D Design 2**. I have read and I agree to the expectations, rules, and procedures listed in the syllabus, as well as the Safety Contract. I understand the class rules, classroom procedures, and behavior expectations, as well as the attendance and grading policies. I also understand that any inappropriate behavior will lead to immediate action by the teacher.

Student Name Printed

Date: _____

Student Signature

Parent/Guardian Name Printed

Date: _____

Parent/Guardian Signature

**Please see the attached pages about class materials donations and the *Parent Letter* regarding the cell phone policy.