Visual Arts Achievement Portfolio

Jewelry

(02010000090)

Practice Develops Confidence

_____ Student
_____ Art Teacher
_____Parent
_____ School and District

Description of Jewelry
This course is for the High School Visual Arts Core Curriculum. Students are taught basic jewelry making skills such as filing, sawing, soldering, casting, and stone setting. With an emphasis on studio production, this course is designed to develop higher-level thinking, art-related technology skill, art criticism, art history, and aesthetics. *The pre-requisite for this course is Foundations I or II (02010000060 OR 02010000061).*

Explanation of Standards
There are two basic goals in a visual arts education: one, creating meaning in works of art, and two, perceiving meaning in works of art. The Utah State Visual Arts Core divides each of these goals into two standards. The resulting four art standards are Making, Perceiving, Expressing, and Contextualizing. These four divisions or standards organize the curriculum into manageable and related units and guide the student toward a deep and holistic comprehension of the Visual Arts. Each standard is broken into objectives, each objective into indicators. A scoring box is placed to the left of each objective. The student scores his or her achievement within each objective using a number ranging from 0 to 10. A legend is provided wherein the student and teacher tally both the average score from the objective boxes and the total number of indicators the class has studied.

Technology requirements for this class include computers with art/graphics software, color printer, image projectors, and appropriate new technologies.

Listed below are all of the courses presented in the Visual Arts Core Curriculum. There are additional, elective courses such as AP Art History and Studio Art available in many schools.

Art History (02010000020) **Film Making** (02010000052) **Jewelry** (02010000090)
Commercial Art & Electronic Media III (02010000042) **Painting** (02010000100)
Foundations I (02010000060) **Drawing II/Foundations II** (02010000061)
Photography (02010000110) **Printmaking** (02010000120) **Sculpture** (02010000130)
3-D Design/Fine Crafts (02010000070) **Ceramics** (02010000030) **Drawing** (02010000045)

Jewelry Student Achievement Portfolio

Media explored: _____

Standard 1 **MAKING**
Students will assemble and create jewelry by manipulating art media and by organizing images with the elements and principles.

Objective A: Refine techniques and processes in a variety of media.

- Experience and control a variety of media including current arts-related technologies.
- Select and analyze the expressive potential of jewelry media, techniques, and processes.
- Practice safe and responsible use of art media, equipment, and studio space.

Objective B: Create jewelry using art elements and principles.

- Create expressive jewelry using art elements, including line, shape, form, and texture.

Standard 2 **PERCEIVING**
Students will find meaning by analyzing, criticizing, and evaluating jewelry.

- Create expressive works of art using principles, including emphasis, contrast, balance, and unity, to organize the art elements.

Objective A: Critique jewelry.

- Analyze works of jewelry according to use of art elements and principles.
- Examine the functions of jewelry.
- Interpret works of jewelry.

Objective B: Evaluate jewelry.

- Analyze and compare jewelry using a variety of aesthetic approaches.
- Evaluate jewelry based on its forming techniques, effective use of art elements and principles, fulfillment of functions, impact of content, expressive qualities, and aesthetic significance.

Objective A: Create content in jewelry.

- Identify subject matter, metaphor, themes, symbols, and content in jewelry.

Standard 3 **EXPRESSING**
Students will create meaning in jewelry.

- Create jewelry that effectively communicates subject matter, metaphor, themes, symbols, or individually conceived content.
- Create divergent, novel, or individually inspired applications of jewelry media or art elements and principles that express content.

Objective B: Curate jewelry ordered by medium and content.

- Organize a portfolio that expresses a purpose such as mastery of a

medium, objectives of this Core, or significant content.

- Exhibit jewelry selected by themes such as mastery of a medium, Core objectives, and significant content.

Standard 4 **CONTEXTUALIZING**
Students will find meaning in jewelry through settings and other modes of learning.

Objective A: Align works of jewelry according to history, geography, and personal experience.

- Use visual characteristics to group artworks into historical, social, and cultural contexts; e.g., cubist view of the Egyptians, tenebrism of the Broque.
- Analyze the impact of time, place, and culture on jewelry.
- Evaluate own relationship with jewelry from various periods in history.

Objective B: Synthesize jewelry with other educational subjects.

- Integrate jewelry with dance, music, and theater.
- Explore how jewelry can be integrated across disciplines.

Objective C: Evaluate the impact of jewelry on life outside of school.

- Examine careers related to jewelry.
- Predict how jewelry can add quality to life and lifelong learning.

JEWELRY LEGEND

Each box to the left of the objective contains a number that represents a level of achievement from this list:

Distinguished	10
Independent	9
Fluent	8
Developing	7
Novice	0-6

This is the average of the numbers recorded in the boxes to the left of the objectives:

This is the percentage of indicators the class completed:

For resources to support progress through this document visit:
http://www.usoe.k12.ut.us/curr/FineArt
The space below is for written communication between student, teacher, and parent.