

Unit 1			
Slab Technique			
Duration			Assessed
Priority Standard(s)	VA:Cn10.1.1a	Utilize inquiry methods of observation, research, and experimentation to explore unfamiliar subjects through art-making	
Supporting Standard(s)	Leather Hard	I can identify and create with Leather Hard Clay	
	Score	I can correctly Score a piece of clay	
	Slip	I can create and use slip for constructing	

Unit 2			
Coil Vessel			
Duration			Assessed
Priority Standard(s)	VA:Cr1.2.IIa	Choose from a range of materials and methods of traditional and contemporary artistic practices to plan works of art and design.	
Supporting Standard(s)	Coil	I can correctly hand roll a clay coil.	
	Plasticity	I can identify clay with correct plasticity for forming a vessel	
	Blend/Smoot	I can blend coils together to increase aesthetics and structure.	

Unit 3			
Wheel Introduction			
Duration			Assessed
Priority Standard(s)	VA:Cr2.1.la	Engage in making a work of art of design without having a preconceived plan.	
Supporting Standard(s)	Wedge	I can wedge clay appropriate for throwing	
	Coning	I can appropriately demonstrate the cone method.	
	Centering	I can demonstrate how to center clay on a wheel.	

Unit 4			
Diffuser Construction			
Duration			Assessed
Priority Standard(s)	VA:Cr1.1.1a	Individually or collaboratively formulate new creative problems based on student's existing work	
Supporting Standard(s)	Subtraction	I can utilize the subtraction method on slab forms.	
	Beveling	I can correctly bevel clay to the accurate angle for structural integrity and aesthetics.	
	Layering	I can layer objects on my slab to create a theme and depth.	

Unit 5			
Mini Sculpture			
Duration			Assessed
Priority Standard(s)	VA:Cr1.2.IIIa	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making multiple works of art and design based on a theme, idea, or concept.	
Supporting Standard(s)	Simplification	I can simplify complex forms into simplified forms to increase proportional awareness.	
	Additive	I can use the additive method to add texture and shape to a simple form to create realism.	
	Burnish	I can use the burnishing method to smooth and refine a sculpture.	
	Hand Buildin	I can use hand building techniques to make detailed forms for a sculpture.	

Unit 6			
Ceramic Amplifier			
Duration			Assessed
Priority Standard(s)	VA:Cr2.1.IIIa	Experiment, plan, and make multiple works of art and design that explore a personally meaningful theme, idea, or concept.	
Supporting Standard(s)	Acoustics	I can construct a ceramic piece that amplifies the acoustics of a media player.	
	Aesthetic Co	I can create art that is not only functional but is also aesthetic.	
	Thematic Co	I can create a sculpture which is thematic and representational to my plan.	
	Uniformity	I can understand the importance of uniform thickness for functionality, and quality.	

Unit 7			
Multiple Function Ceramics			
Duration			Assessed
Priority Standard(s)	VA: Cr3.1,IIIa	Reflect on, re engage, revise, and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision	
Supporting Standard(s)	Functionality	I can create an aesthetic piece which is also functional	
	Composition	I can compose items which are related but also serve differing purposes.	
	Craftsmanship	I can create a sculpture with accuracy and cleanliness	