Proficiency Levels*	Key Assignments	Student Learning Outcomes/SLOs Students will be able to:
*I - Initial, E- Emerg	ging, D - Developed, HD - Highly Developed	
I/E	Working with "Stuff"	Asses the effect that material choices make on both the form and content of sculpture, and create an original sculpture that interprets the effects. Investigate the technical constraints that get created by material choices, and consider what role technical constraints play in artmaking. Perform basic woodworking and metal working skills, and recall safety information associated with each. Identify several contemporary sculptors and art movements and give examples of the cultural significance for each.
D/HD	Working with Space	Consider space as a source of inspiration and contemplation, and be able to create an original sculpture in response to that space that both calls attention to it and transforms our relationship to it. Evaluate the personal and social functions of public art. Compare their own artwork and processes to those of contemporary artists, and be able to articulate the similarities and differences between them.
D/HD	Working with Time	Students will determine several of the many ways that time can be expressed visually, and be able to create a sculpture that references time through movement or the ephemeral nature of materials. Students will be able strategize a method for creating a more permanent record of a time- based artwork, event, or experience.

D/HD	Working with Process	Test several artmaking processes based on the three previous projects as well as new material explorations, then be able to create a unique sculpture based on one of these processes. Manage work time appropriately to allow for both adequate time for explorations and completion of the project on time. Articulate their motivations, conceptual intent, and feelings about the work they present in the critique, as well as offer constructive criticism about the work of their classmates.
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