Proficiency Levels*	Key Assignments	Student Learning Outcomes/SLOs Students will be able to:
*I - Initial, E- Emerg	ging, D - Developed, HD - Highly Developed	
E/D	Process-Art	Use historical and contemporary examples of process-art as inspiration, to experiment with and develop their own non-conventional process-art techniques, applying them to wood. Demonstrate competency with basic woodworking tools, including safe operation of the table saw and compoundmiter saw. Create and install a final sculpture based upon these experiments, embracing the artistic virtues of chance, failure, discovery and poetry. Write an artist's statement explaining the concept and context for their work and present them in a formal group critique.
E/D	Transform and Multiply	Create a successful two-part plaster mold of a found or fabricated object, followed by a ceramic slip-cast. Use examples of a contemporary artist's work as inspiration and experiment with the effects of duplication of an object in non-conventional materials through mold making and casting. Create and install a final sculpture, exhibiting their understanding of transformation through the multiplication of a material. Write an artist's statement explaining the concept and context for their work. Statements are presented at a formal group critique.

D/HD	Skin and Bones	Demonstrate competency in welding steel with a wire-feed mig welder. Use examples of contemporary artist's work as inspiration to develop concepts for a sculpture or installation using a combination of a sub-structure material and a skin overlay. Create and install a final piece, exhibiting their understanding of expression through form, and the poetic nature of material. Write an artist's statement explaining the concept and context for their work and present them in a formal group critique.
------	----------------	--