

Aim/Goal of the 8-wk Curriculum:

Over the course of eight weeks students will explore the concept of time. They will have an opportunity to experience the way time influences art making practices and challenge the idea of time. Each week students will experiment with a variety of media to understand and challenge their theories on the concept of time. They will become more aware of their reactions and theories of time as well as understand how time is used in everyday life.

Fine Arts Goals Met by the Objectives:

1. *State Goal 25.A.1d* Identify the elements of line, shape, space, color and texture; the principles of repetition and pattern; and the expressive qualities of mood, emotion and pictorial representation.
2. *State Goal 26.A.1e* Visual Arts: Identify media and tools and how to use them in a safe and responsible manner when painting, drawing and constructing.
3. *State Goal 27.B.1* Know how images, sounds and movement convey stories about people, places and times.

Objectives: Students will...

- Learn what the theme of the course will be.
- Understand ideas about the concept of time.
- Know the basic history of telling time.
- Create their own art by looking at references of past and contemporary art.
- Learn to work with basic art tools and formats associated with Industrial Design.

Vocabulary:

- Easel: An easel is a standing frame used for holding something. An example of an easel is what a painter uses to hold their canvas.
- Time: Unlimited duration in which things are considered as happening in the past, present, or future; every moment there has ever been or ever will be.
- Sundial: Sundials were used by many cultures to help the people know what time it was. When the Sun was directly overhead and the shadows of people and objects were at their shortest, it was said to be noon.
- Water Clock: Clock that measures time by the escape of water.
- Hourglass: an instrument for measuring time, consisting of two bulbs of glass joined by a narrow passage through which a quantity of sand or mercury runs in just an hour.
- Calendar: a system of timekeeping that defines the beginning and length and divisions of the year
- Industrial Design: the art or practice of designing any object that could become a product

- Invention: a creation (a new device or process) resulting from study and experimentation
- Concept Sketches: sketches that show the initial idea and function of the product. These usually do not have color and have short descriptions describing the function. Concept sketches are sketches or diagrams that are concisely annotated with short statements that describe the processes, concepts, and interrelationships shown in the sketch. Designers often generate concept sketches as an efficient way to visualize concepts and convey those concepts to others

Multicultural/Historical exemplars:

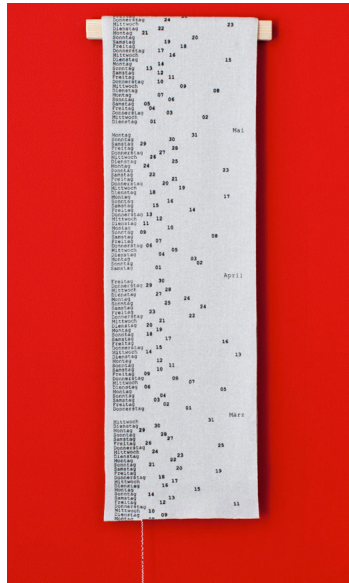


1. Book of Hours Calendar Pages



2. Mayan Calendar

ARTE 301, Fall 2012
LESSON PLAN – Lesson 1
Title: Telling Time

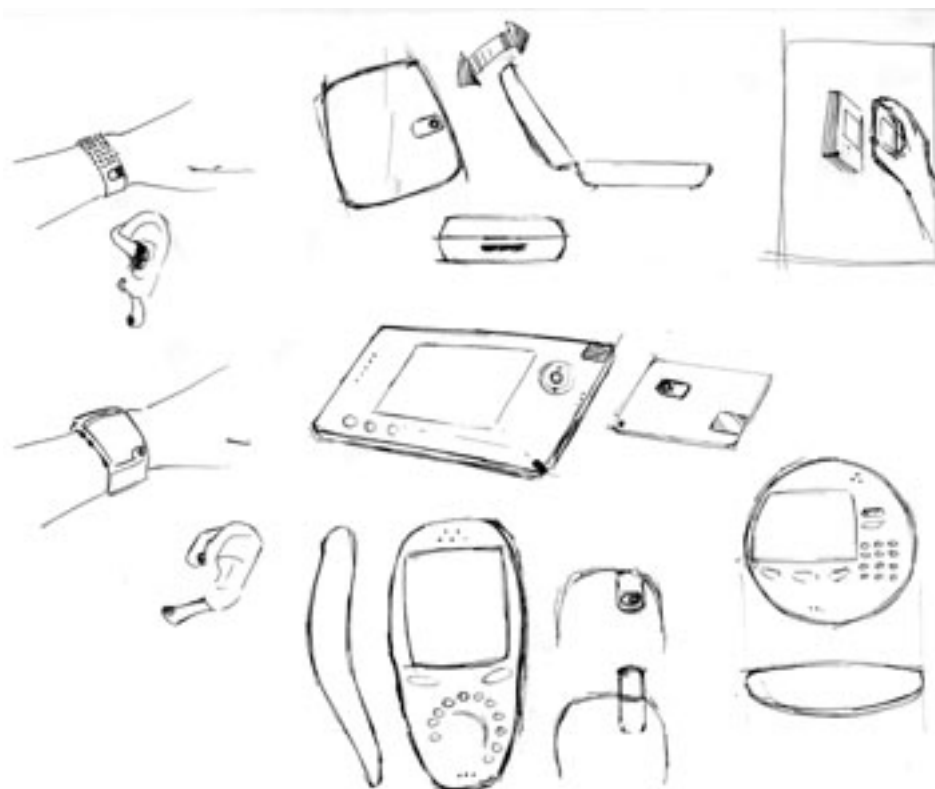


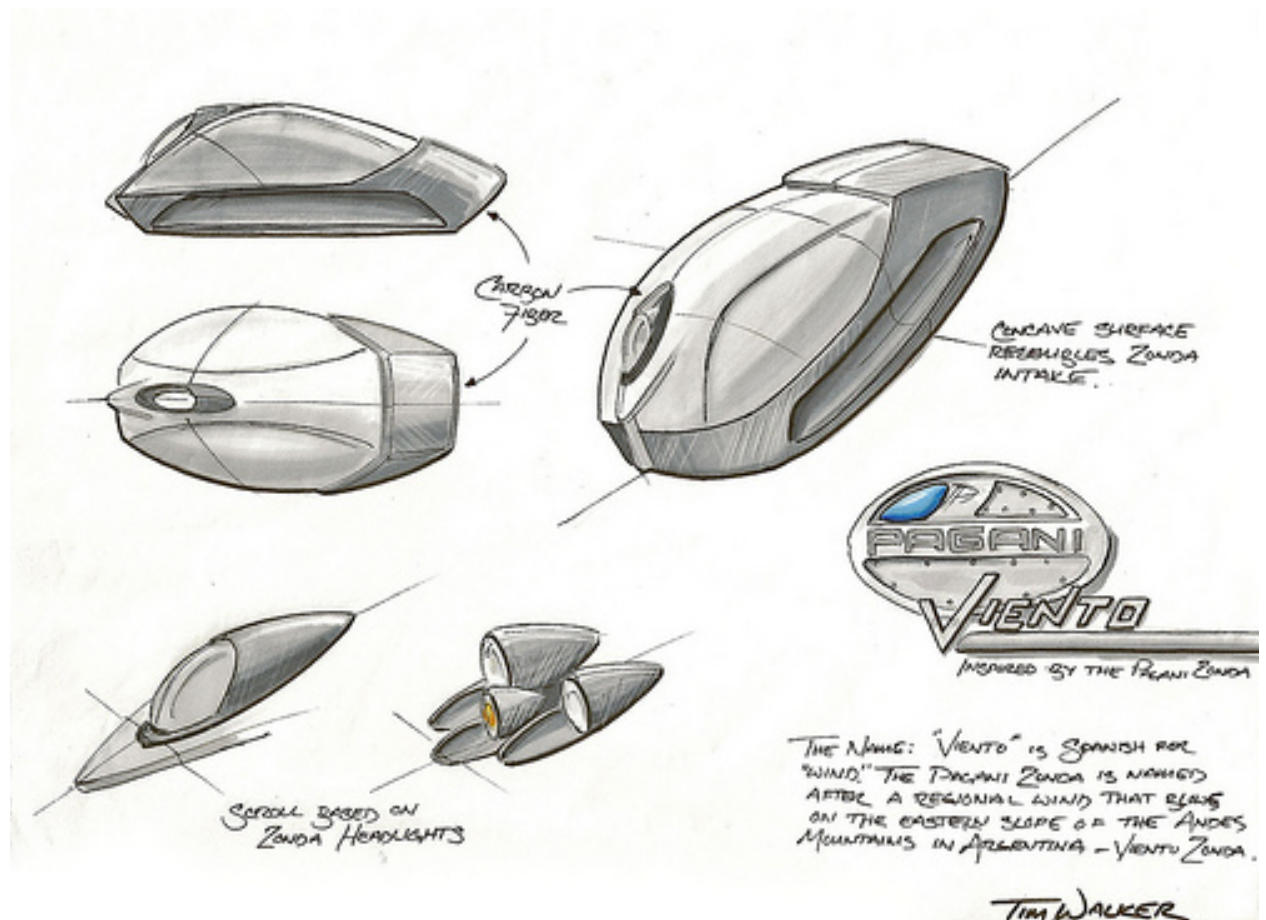
3. Patrick Frey: Gregor Calendar
4. Sarah – Remodelista: The Hours: Measuring Time with Wooden Beads





- 5. Oscar Diaz: Ink Calendar
- 6. Concept Sketches





Learners Materials:

- Pencil (31)
- Paper (31)
- Rulers (31)

Procedures:

Project: "Time Telling" 20 minutes

- Demonstration: 5 minutes
 - Teacher will reference images from discussion
 - Look at examples of artwork
 - Teacher will show teacher exemplar to class.
 - Teacher will explain the industrial design sketch
 - Teacher will demonstrate the first steps in beginning to create their sketch
 - Teacher will demonstrate using a ruler
 - Sketched lines

- Showing different views of the product
- Design/work session: 15 minutes
 - Students will be provided with a piece of paper and a ruler.
 - Students will write their name on their paper.
 - Students will begin to brainstorm their invention and teacher will walk around the room if students need help.
 - Students will then begin to draw out their concept sketch.
 - Students will be asked to take notice of the way they are drawing their sketch and how it is similar to an Industrial Design concept sketch.
 - Students will keep their work at their desk to be ready for show and tell.