

Fine Arts - Visual Art Course Description

Visual Arts - 1120 - Jewelry I (8-12) [1990*]

Course Description

This course is intended to acquaint the student with jewelry design and criticism along with basic skills fundamental to soldering, cutting, piercing, filing, finishing, and decorating a variety of materials. Competencies for each of the core concepts will be assessed. Higher level thinking skills and art criticism should be built into every objective taught.

Core Standards of the Course

TOPIC: Art

STANDARD: 1120 - 01

The students will develop skills vital to making art by creating a design for an article of jewelry, by selecting a method of construction, and by completing the steps required in fashioning jewelry. (Participant)

OBJECTIVES:

1120-0101

Create original designs in which unity and continuity are considered.

1120-0102

Determine the suitability of the materials selected for the design.

1120-0103

Determine the appropriateness of the form for the function of the design; e.g., sharp points are not appropriate for a ring, or an earring must not be too heavy.

1120-0104

Complete the rough finishing of a design.

1120-0105

Finish the design by polishing and buffing it with appropriate compounds or techniques.

1120-0106

Select one of the following areas of emphasis and create an article of jewelry:

- Lost wax casting.
- Sand casting, cuttle bone, or similar forms.
- Wood jewelry.
- Fabricated jewelry.

NOTE: For students who are mature enough to solder metals, jewelry may be fashioned from flat metals or wire of different gauges. Lapidary formed stones may be appropriate for use in cast or fabricated jewelry.

TOPIC: Art

STANDARD: 1120 - 02

The students will develop observation skills vital to looking at and discussing aesthetic form by telling how jewelry designers have used principles of art to enhance the aesthetic quality of their design and by describing the use of positive and negative space relationships in jewelry. (Observer/Listener)

OBJECTIVES:

1120-0201

Use visual examples and tell how jewelry designers:

- Create a point of emphasis on a three-dimensional object.
- Create a feeling of unity.
- Use both positive and negative space in decorating forms.
- Use scale and proportion to create pleasing relationships between parts of a form.
- Relate the elements of a form to each other, i.e., the relationship between textures, colors, or shapes.

1120-0202

Define basic jewelry terms:

- polish/buff
- cast
- funnel
- flux
- lost wax casting
- cuttle bone
- mold centrifugal
- casting chase
- lapidary
- sprue
- solder

TOPIC: Art

STANDARD: 1120 - 03

The students will develop skills vital to analyzing and evaluating works of art and studying the artists who produced them by discussing the use of repetition, balance, and decoration in jewelry design; and by identifying cultures famous for their fine jewelry. (Critic)

OBJECTIVES:

1120-0301

Tell how the principle of repetition is used by jewelers when decorating a surface.

1120-0302

Tell how jewelry designers create both formal and informal balance in a design.

1120-0303

Describe how decoration can enhance a form.

1120-0304

Explain the role of jewelers in today's culture; i.e., mass produced and handcrafted forms.

1120-0305

Identify the important role of jewelry in several specific cultures, i.e, Egyptian, Mayan, African, and English.

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