

SOUTHEAST COMMUNITY COLLEGE
DIVISION OF ARTS AND SCIENCES
Humanities
Revision Date: 07-01-19

I. CATALOG DESCRIPTION

Course Number: ARTS1330
Course Title: Beginning Ceramics I
Prerequisite(s): None
Catalog Description: Introduction to the construction of pottery and sculptural clay forms. Hand building, wheel-throwing, and glaze application.
Credit Hours: 3.0
Class Hours: 15
Lab Hours: 60
Total Contact Hours: 75

II. COURSE OBJECTIVES: *Course will:*

- A. Introduce the basic methods and materials used in the creation of ceramic works.
- B. Introduce the techniques of handbuilding, throwing, glazing and firing ceramic ware.
- C. Emphasize key vocabulary terms.

III. STUDENT LEARNING OUTCOMES AND GENERAL EDUCATION LEARNING OUTCOMES

- A. Student Learning Outcomes: *Student will be able to:*
 - 1. Build works using pinch, coil and slab construction.
 - 2. Create works using basic throwing techniques.
 - 3. Examine a variety of glazing and surface treatments.
 - 4. Define and utilize key vocabulary terms in quizzes and a paper.
 - 5. Demonstrate throwing competency by exam.
- B. General Education Learning Outcomes
 - 1. GELO #3: Critical Thinking & Problem Solving
 - Outcome: Collect, identify, interpret and analyze data.
 - Outcome: Synthesize information to arrive at reasoned solutions to problems.
 - Outcome: Evaluate ideas presented in artistic presentations.
 - Outcome: Evaluate the validity of arguments, alternatives, data, outcomes.

IV. CONTENT/TOPICAL OUTLINE (*course outline may provide more detailed information*)

You will have projects assigned to you each week – you are expected to complete these assignments by their due date. Assignments not completed on time will not receive full credit. Incomplete works will be graded as follows; greenware will receive only 33% credit, and bisque 66%. Exceptions are made solely at the instructor's discretion.

- A. Handbuilding
 - 1. Pinch pot
 - 2. Coil pot
 - 3. Relief tile
 - 4. Sculpture in the round
 - 5. Drape mold
- 6. Box with lid
 - 7. Architectural form
- B. Throwing
 - 1. Cylinder
 - 2. Bowl

3. Straight sided bowl
4. Plate
5. Candle holder
6. Mirror
7. Cup with handle

Specific projects may change with advanced notice given. Projects will always include a balance of both handbuilt and thrown assignments.

V. INSTRUCTIONAL MATERIALS

- A. Required Text(s):
 1. Speight/Toki, Make it in Clay, 2nd edition, Mayfield Publishing. ISBN 0-7674-1701-1.
- B. Other Resources:
 1. Clay Kit
 2. Apron
 3. Dust mask

VI. METHODS OF PRESENTATION/INSTRUCTION

- A. Methods of presentation typically include a combination of the following:
 1. Lecture
 2. Videos
 3. Demonstration

VII. METHODS OF EVALUATION

A = 90-100

Good Attendance, extra studio time outside of class time, takes on additional projects, researches projects, synthesizes and innovates, shows enthusiasm and professional attitude towards the medium, takes “risks”/experiments, attention to craft and detail.

B = 80 – 89

Good Attendance, occasional extra studio time outside of class time, takes on a minimum of additional projects within range of known abilities, researches projects, shows a positive attitude towards the medium, attention to craft and detail.

C = 70 – 79

Good Attendance, completes assigned projects according to format with a minimum of research and creativity, shows average throwing and hand-building ability.

D = 60 – 69

Fair Attendance, does not complete assigned projects on time, does not make efficient use of class time, does not follow the given format for assignments, shows little or no development in throwing and hand-building ability.

F = anything below 60

Poor Attendance, does not complete assigned projects, shows little or no interest in the medium, shows no development in throwing or hand-building ability.

B. SCC GRADING SCALE

A+	95-100	C+	75-79	F	59 or less
A	90-94	C	70-74		
B+	85-89	D+	65-69		
B	80-84	D	60-64		

VIII. SPECIFIC COURSE REQUIREMENTS

- A. Assigned studio projects (50%)
- B. Vocabulary quizzes (20%)
- C. Final exam (10%)
- D. One paper (10%)
- E. Cleanup (10%)