

**SOUTHEAST COMMUNITY COLLEGE
DIVISION OF ARTS AND SCIENCES**

Humanities

Revision Date: 07-01-19

I. CATALOG DESCRIPTION

Course Number: ARTS1340
Course Title: Beginning Ceramics II
Prerequisite(s): None
Catalog Description: Continuation of Beginning Ceramics I with an emphasis on advanced studio problems, techniques, materials and creative solutions.
Credit Hours: 3.0
Class Hours: 15
Lab Hours: 60
Total Contact Hours: 75

II. COURSE OBJECTIVES: *The 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. Create works using press and drape molds.
 - 2. Create works using basic throwing techniques.
 - 3. Examine a variety of glazing and surface treatments.
- 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. Throwing
 - 1. Utilitarian forms
 - 2. Baking dishes, plates
 - 3. Cups
 - 4. Multi-piece forms
 - 5. Casseroles, pots with lids
 - 6. Juicers, platters, teapots
 - 7. Combined and Altered forms (i.e. sculpture)

- B. Handbuilt
 - 1. Press mold
 - 2. Drape mold
 - 3. Derivative work
 - 4. Coil pot (mondo)
- C. Glazes and Clay Bodies.
 - 1. Raku. Raku firing (only if weather permits)
 - 2. Test Glazes
 - 3. Test Clay Body

Complete all projects for grading (*you may be given alternate projects as assigned*).

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.

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 Projects (80%)

The student must show;

- 1.** 20% = regard for good craftsmanship (edges, seams, surface, weight, finish, foot, glaze application, glaze choice)
- 2.** 20% = evidence of creativity, planning and research
- 3.** 20% = efficient use of classroom time, comes in during open studio, practices
- 4.** 20% = works that are completed on time
- 5.** 20% = works created to challenge your abilities

B. Clean up (20%)