



Unit 1: Understanding & Applying the Elements & Principles of Design

10 Days

Students will learn and apply the Elements & Principles of Design vocabulary.
Students will identify these concepts in existing works through class discussion.
Students will demonstrate understanding of these concepts by applying them to short-term design projects using various glass and wood related media. (May be non-consecutive projects)



Unit 2: Textured Relief

15-20 Days

Students will research and practice creating texture using a variety of paper sculpting techniques.
Students will utilize the elements and principles of design to create a low level relief paper sculpture emphasizing texture and asymmetrical balance.
Students will utilize media such as paint and metallic finishes to complete their artwork. .



Unit 3: Textured Relief

30-45 Days

Students will study the origins of chip carving to gain a clear understanding of the process of designs used.
Students will then use the triangular motif method to create designs suitable for chip carving.
Using traditional carving techniques, students will carve their original designs on a small functional wooden object.
Students will use traditional wood stain and varnish to create a surface finish



Unit 4: Glass Mosaic

30-35
Days

Students will research traditional glass mosaic and stained glass designs to create.

Students will use traditional glass mosaic tools, materials, and techniques to create a glass mosaic design on a small, functional object.

Students will learn safety procedures and proper clean-up measures when handling, cutting, and working with glass.

Students will complete the glass process with grout in preparation to create an original design suitable for glass mosaic art.