

# SCULPTURE

rangus@tri-valley3.org  
Google Code: ynlpztq  
Office Hours:  
MTW 7:45 OR 3:10-3:45

## COURSE GOALS:

- To experiment with, practice, and acquire skills using a variety of 3D materials.
- To make, explain, and justify connections between art and social, cultural, and political history.
- To evaluate the effectiveness of an artwork to influence ideas, feelings, and behaviors of specific audiences.
- To recognize and describe personal aesthetic and empathetic responses to the natural world and constructed environments.
- To document the process of developing ideas from early stages to fully elaborated ideas.

## SUPPLY LIST:

The following should be brought to class EVERY DAY or kept in your cubby.

- Sketchbook
- Pencil
- Chromebook

## RULES:

1. You can do anything you want in this class, provided it does not cause a problem for anyone else.
2. Cellphones may be brought to class, but should be placed in the designated area.
3. No airpods in your ears while instruction is taking place.

## STUDENT RESPONSIBILITIES:

- Be in class on time.
- Keep track of your own supplies and assignments.
- Do your own work.
- Turn in your work in by the deadline.
- Clean up after yourself, take initiative to keep our classroom clean.
- Ask for help when you need it.
- Put forth effort for the grade you want.

## LATE WORK:

All work (exercises, projects, homework) is expected to be turned in by the deadline. For any unit project turned in past the deadline, 20% will be deducted prior to grading. Each student will be provided with one "late pass" per semester. This pass entitles you to turn in one assignment past the deadline and still receive full credit up until the end of the semester. If you do not use your late pass, you may trade it in at the end of the semester for 2 extra credit points on your final exam.

## GRADING SCALE:

A = 89.5 - 100  
B = 79.5 - 89.4  
C = 69.5% - 79.4  
D = 59.5 - 69.4  
F = 0 - 59.4