

**Coil Pot- "Egyptian Canopic Jar"****McCabe/Ceramics****Standards:**

**26.A.4e** Visual Arts: Analyze and evaluate how tools/technologies and processes combine to convey meaning.

**26.B.4d** Visual Arts: Demonstrate knowledge and skills that communicate clear and focused ideas based on planning, research and problem solving.

**27.B.4b** Understand how the arts change in response to changes in society.

<b>Coil Pot:</b>	<b>"Egyptian Canopic Jar"</b>
<b>Measurable Objectives(s):</b>	Student will:  -All students will design their own project according to the set parameters. -All students will build their own project, based on their designs, and according to the set parameters.
<b>Essential Questions:</b>	What excites you? What comes to mind first? What are you interested in?
<b>Resources &amp; Materials:</b>	Please check in at <a href="http://www.sandburgart.com/ceramics">www.sandburgart.com/ceramics</a> for additional help, scroll to specific project for resources.  Check in with classroom ceramic library materials for inspiration, books & magazines!  Search Instagram and Pinterest as well!
<b>Motivation:</b>	Students MUST be excited about what they're making...or they're making the wrong thing!
<b>Activities/Sequence:</b>	Work in small group (table mates) to develop a common theme, and then individual idea. Work together to create commonalities among the individual pieces....preplanning! Create BluePrint for a grade! ....then start building!
<b>Enduring Idea:</b>	Group Idea-  Individual Idea-

**\*Front\***

**Coil Pot- "Egyptian Canopic Jar"****McCabe/Ceramics****Assessment Rubric- \*Teacher Response\***

Rubric Criteria	0 on Criteria	1-2 on Criteria	3-4 on Criteria
Decision Making and Intention			
Experimentation and Risk Taking			
Elements of Art and Principles of Design			
Craftsmanship and Technique			
Reflection			

**Student Reflection**

Name \_\_\_\_\_

Date \_\_\_\_\_

**\*Back\***