



INSTRUCTOR: MR. GIBBONS

COURSE: ART 3/4



PROJECT SUMMARY



- Students research fiber and organic sculptures to create a resource document for the whole class to use. The document must contain artist who did this kind of work, weaving tutorials, and samples of potential products. Students use the resources and peer feedback sessions to create their own organic sculpture that incorporates weaving in some way.



DRIVING QUESTION

- How can I incorporate natural elements and weaving into a cohesive sculptural work?



SUSTAINED INQUIRY & AUTHENTICITY

- Students drive all research, resources, and historical/contemporary samples.



STUDENT VOICE & CHOICE WITH PUBLIC PRODUCTS

- Students showed their work in the atrium.



TEACHER REFLECTION

- Advanced art students pushed themselves to work in unfamiliar media and techniques to create these unique sculptural studies. Students collaborated to create their own resource document full of tutorials, samples, and contemporary artists. They stopped and reflected at key construction intervals to modify and improve their work with class and peer partner critiques and feedback to make these organic and whimsical artworks.



STUDENT REFLECTIONS

- "I learned how to use resources around me, and I learned how to weave."
- "I was able to compose a piece of art by interacting with it, a key part of Simulation and Game Development."
- "I strengthened my research skills because when we started the project, we all had to research our own resources to work through this project. I came across multiple problems but I took my time and worked through them so I could move on."
- "I strengthened my weaving abilities."
- "Something I learned was how to combine colors and how to make different patterns."



NOTED SKILLS GAINED

- WEAVING
- RESEARCHING
- TAKING INITIATIVE
- PROBLEM SOLVING

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