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# Beginning Stained Glass I\*

## Course Design

### 1999-2000

#### Course Information

**Organization:** Eastern Arizona College

**Division:** Fine Arts

**Course Number:** ART122

**Title:** Beginning Stained Glass I\*

**Credits:** 1

**Developed by:** Lorraine Lucas

**Lecture/Lab Ratio:** Two (2) lab hours

**Transfer Status:** ASU-E, NAU-DEC(ART), UofA-NT

**Extended Registration Class:** Yes

**CIP Code:** 50.0201

**Assessment Mode:** Portfolio

**Awareness Course:** No

**Intensive Writing Course:** No

**Prerequisites:** 1. None

**Educational Value:** To General Education: Provides relaxation and a positive mental attitude. Develops a positive self-image and appreciation for the art of stained glass. A good leisure time activity.

**Description:** Precision glass cutting, copperfoil and lead cane techniques are developed in the creation of stained glass for interior and architectural art objects.

**Textbooks:** Creative Craftsman. *Creating with Stained Glass*.  
This textbook is not required.

**Supplies:** Glass cutting tools  
Foil  
Forming tools

## Competencies and Performance Standards

<b>1. Complete a lightcatcher.</b>			
<i>Domain--Cognitive</i>	<i>Level--Application</i>	<i>Importance--Essential</i>	<i>Difficulty--Medium</i>
<b>Criteria--Criteria - Performance will be satisfactory when:</b> <input type="checkbox"/> learner cuts glass into pieces that correspond to the pattern. <input type="checkbox"/> learner uses foil and lead came techniques. <input type="checkbox"/> learner designs own pieces in stained glass.	<b>Conditions--Competence will be demonstrated:</b> <input type="checkbox"/> when light catcher project is completed. <input type="checkbox"/> when lead came piece is completed. <input type="checkbox"/> when project of own design is completed.	<b>Learning Objectives:</b> a. Cut glass. b. Use lead came. c. Design own projects in stained glass.	

### Types of Instruction

Explanation of procedures

Discussion

Hands-on experience

Personal help and direction from the instructor

### Grading Policy

**Evaluation Methods:** Grades will be determined by the following criteria:

1. Skill of performance
2. Amount of production
3. Creativity

**Grading Scale:**

<b>Grade</b>	<b>Requirement</b>
<b>A</b>	100-90%
<b>B</b>	89-80%
<b>C</b>	79-70%
<b>D</b>	69-60%
<b>F</b>	59% and below

## Learning Plans

### Learning Plan 1-- Lightcatcher

**Overview:** This first project is an introduction to the process of working with stained glass. It should be small enough and simple enough to let the learner experience the process without the problems that would be encountered in more advanced projects.

**Competency:** 1. Complete a lightcatcher.

**Learning Activities:**

- \_\_\_ 1. Listen to a presentation explaining the procedures of laying out design, cutting glass, grinding, and assembling.
- \_\_\_ 2. OBSERVE a demonstration of a procedure.
- \_\_\_ 3. TAKE notes.
- \_\_\_ 4. APPLY principles to the development of a project in stained glass.
- \_\_\_ 5. DRAW a pattern the same size as your finished project.
- \_\_\_ 6. FOLLOW directions to lay out design and choose glass.
- \_\_\_ 7. PERFORM a skill. Cut glass to fit pattern.

**Performance Assessment Activities:** \_\_\_ 1. Submit lightcatcher to instructor upon completion.