

AG
8/00

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: 3

Developed by: Lorraine Lucas

Lecture/Lab Ratio: Six (6) 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

1. Complete a lightcatcher.		
<i>Domain--Cognitive</i>	<i>Level--Application</i>	<i>Importance--Essential</i> <i>Difficulty--Medium</i>
Criteria-- Criteria - Performance will be satisfactory when: <ul style="list-style-type: none"> <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. 	Conditions-- Competence will be demonstrated: <ul style="list-style-type: none"> <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. 	Learning Objectives: <ul style="list-style-type: none"> a. Cut glass. b. Use lead came. c. Design own projects in stained glass.
2. Complete a lead came piece.		
<i>Domain--Cognitive</i>	<i>Level--Application</i>	<i>Importance--Essential</i> <i>Difficulty--High</i>
Criteria-- Criteria - Performance will be satisfactory when: <ul style="list-style-type: none"> <input type="checkbox"/> learner researches the evolution of the lead came piece <input type="checkbox"/> learner selects correct lead came piece for his/her work <input type="checkbox"/> learner implements lead came piece in his/her work 	Conditions-- Competence will be demonstrated: <ul style="list-style-type: none"> <input type="checkbox"/> in class projects <input type="checkbox"/> in the final product 	Learning Objectives: <ul style="list-style-type: none"> a. Research the evolution of lead came pieces. b. Select the correct lead came piece for your work. c. Implement the lead came piece into your work.
3. Complete a stained glass project of own design.		
<i>Domain--Cognitive</i>	<i>Level--Application</i>	<i>Importance--Essential</i> <i>Difficulty--High</i>
Criteria-- Criteria - Performance will be satisfactory when: <ul style="list-style-type: none"> <input type="checkbox"/> learner constructs a pattern or design <input type="checkbox"/> learner selects glass appropriate to design from stock <input type="checkbox"/> learner cuts glass to conform to pattern <input type="checkbox"/> learner assembles glass as necessary 	Conditions-- Competence will be demonstrated: <ul style="list-style-type: none"> <input type="checkbox"/> in class projects <input type="checkbox"/> in the final product 	Learning Objectives: <ul style="list-style-type: none"> a. Construct a pattern or design. b. Select glass appropriate to design from stock. c. Cut glass to conform to pattern. d. Assemble glass as necessary.

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:

Grade	Requirement
A	100-90%
B	89-80%
C	79-70%
D	69-60%
F	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.

Learning Plan 2-- Lead Came Piece

Overview: Lead came pieces are very important. *Without them, it would be impossible to construct a stained glass window with more than one color or shape. The art of designing and constructing lead came pieces is a vital skill for any student wishing to work with stained glass.*

Competency: 2. **Complete a lead came piece.**

Learning Activities:

- _____ 1. Cut and grind glass.
- _____ 2. Follow suggestions given by the instructor for the construction of the lead came piece.

Performance Assessment Activities: _____ 1. Submit lead came piece to instructor.

Learning Plan 3-- Design Own Project

Overview: In this project the learner will design a stained glass piece of his/her own design. Emphasis will be placed on creativity.

Competency: 3. **Complete a stained glass project of own design.**

Learning Activities:

- _____ 1. ANALYZE the variables impacting the application of guidelines.
- _____ 2. CREATE a design for a stained glass piece.
- _____ 3. COMPLETE project.

Performance Assessment Activities:

- _____ 1. Demonstrate competence in laying out design.
- _____ 2. Demonstrate skill in technique.
- _____ 3. Complete project.