

EASTERN ARIZONA COLLEGE

Glass Design

Course Design

2016-2017

Course Information

Division Fine Arts
Course Number ART 126
Title Glass Design
Credits 2
Developed by Kenny Rhodes
Lecture/Lab Ratio 0 Lecture/4 Lab

Transfer Status

ASU	NAU	UA
ART Dept Elective	ART Departmental Elective	Elective Credit

Activity Course Yes
CIP Code 50.0200
Assessment Mode Portfolio
Semester Taught Upon Request
GE Category None
Separate Lab No
Awareness Course No
Intensive Writing Course No

Prerequisites

None

Educational Value

Acquire a better understanding of three dimensional principles, as well as knowledge of the chemistry and techniques of the medium.

Description

Provides the student with an opportunity to understand and relate the media of liquid glass in its basic element in nature and for its practical as well as aesthetic use.

Supplies

As needed per individual projects.

Competencies and Performance Standards

1. Ascertain the properties of liquid glass.

Learning objectives

What you will learn as you master the competency:

- a. Define eight techniques.
- b. Perform tests on glass.
- c. Classify tests on glass.
- d. Analyze completed projects.

Performance Standards

Competence will be demonstrated:

- o in the EAC lab

Performance will be satisfactory when:

- o learner identifies appropriate techniques for project
- o learner classifies glass tests

2. Articulate historical use of glass.

Learning objectives

What you will learn as you master the competency:

- a. Articulate the history of glass and its development.
- b. Discuss the various uses of glass.
- c. View the examples of historic glass production.

Performance Standards

Competence will be demonstrated:

- o learner passes written exam

Performance will be satisfactory when:

- o learner participates in verbal exchange of information
- o learner analyzes information

3. Create hot glass project in lab studio.

Learning objectives

What you will learn as you master the competency:

- a. Assemble hot glass project in studio lab.
- b. Create molded model.
- c. Compose hot glass project with blowpipe.

Performance Standards

Competence will be demonstrated:

- o learner provides examples of required projects in EAC lab

Performance will be satisfactory when:

- o learner demonstrates ability to control media
- o learner controls media

4. Prepare project for sand blasting.

Learning objectives

What you will learn as you master the competency:

- a. Apply design pattern on glass surface.
- b. Analyze sand blast on glass surface.

Performance Standards

Competence will be demonstrated:

- o learner combines design and motor skills successfully

Performance will be satisfactory when:

- o learner prepares glass pattern design
- o learner executes proper psychomotor skills to complete project

5. Design project for assembly.

Learning objectives

What you will learn as you master the competency:

- a. Design pattern for assembly.
- b. Prepare flat clear glass for sandblasting.
- c. Assemble cut pattern with foil and solder.
- d. Analyze complete project.

Performance Standards

Competence will be demonstrated:

- o in EAC lab

Performance will be satisfactory when:

- o learner creates design
- o learner constructs pattern of design
- o learner prepares glass surface for pattern lay out
- o learner evaluates quality of assembly and technique
- o learner completes project

6. Prepare project or liquid acid etch.

Learning objectives

What you will learn as you master the competency:

- a. Prepare glass surface to take design.
- b. Apply acid etch on glass surface.
- c. Summarize project results.

Performance Standards

Competence will be demonstrated:

- o in EAC lab

Performance will be satisfactory when:

- o learner prepares design and glass surface
- o learner applies acid etch on glass surface

- o learner removes acid and mask from glass surface
- o learner analyzes complete project
- o learner completes acid etch

7. Develop project for slumping technique.

Learning objectives

What you will learn as you master the competency:

- a. Develop a plan for slumping projects.
- b. Align pattern with cut glass.
- c. Assemble glass elements on mold.
- d. Load mold into slumping kiln.
- e. Analyze completed project.

Performance Standards

Competence will be demonstrated:

- o in EAC lab

Performance will be satisfactory when:

- o learner designs pattern
- o learner selects appropriate mold or creates a mold
- o learner assembles selected glass elements
- o learner sets proper kiln temperature with sitter cone
- o learner completes slump project

8. Combine project techniques for final critique.

Learning objectives

What you will learn as you master the competency:

- a. Select glass elements design.
- b. Describe methods of construction.
- c. Assemble elements for construction.
- d. Incorporate techniques.
- e. Analyze complete project.

Performance Standards

Competence will be demonstrated:

- o in EAC lab

Performance will be satisfactory when:

- o learner designs project to combine techniques
- o learner describes methods of assembly
- o learner constructs segments in sequence
- o learner completes combination projects
- o learner completes combination final project

Types of Instruction

Classroom Presentation

On Campus Laboratory

Grading Information

Grading Rationale

50% Attendance

50% Completed projects

Grading Scale

A 100-90%

B 89-80%

C 79-70%

D 69-60%

F 59% and below