

# Beginning Jewelry II

## Course Design

### 2000-2001

#### Course Information

<b>Organization:</b>	Eastern Arizona College
<b>Division:</b>	Fine Arts
<b>Course Number:</b>	ART174
<b>Title:</b>	Beginning Jewelry II
<b>Credits:</b>	2
<b>Developed by:</b>	J. Kay
<b>Lecture/Lab Ratio:</b>	Four (4) lab hours
<b>Transfer Status:</b>	ASU-DEC(ART)*, NAU-ART171, UofA-ART271
<b>Extended Registration</b>	
<b>Class:</b>	Yes
<b>CIP Code:</b>	50.0713
<b>Assessment Mode:</b>	Portfolio
<b>Awareness Course:</b>	No
<b>Intensive Writing</b>	
<b>Course:</b>	No
<b>Prerequisites:</b>	1. None
<b>Educational Value:</b>	A. To General Education Students should develop an appreciation of art and specifically of silversmithing. They should discover the satisfaction of personal creativity. They may also develop more precise hand dexterity. B. To Major/Program Students may become so involved in this craft that they may wish to devote full-time education and study to silversmithing. At the end of this training, they may be able to start their own custom shop or enter a shop already established. They may also wish to supplement their major income with part-time silversmithing in their homes.
<b>Description:</b>	Fundamentals of jewelry making; covers basic fabrication of jewelry from sheet and wire; covers forming and soldering.
<b>Textbooks:</b>	
<b>Supplies:</b>	None

## Competencies and Performance Standards

<b>1. Complete the projects assigned by the instructor.</b>		
<i>Domain--Affective</i>	<i>Level--Organizing</i>	<i>Importance--Important</i> <i>Difficulty--Medium</i>
<b>Criteria</b> --Performance will be satisfactory when: <ul style="list-style-type: none"> <li>• learner constructs four beginning level projects</li> </ul>	<b>Conditions</b> --Competence will be demonstrated: <ul style="list-style-type: none"> <li>• in class activities and projects</li> </ul>	<b>Learning Objectives:</b> <ol style="list-style-type: none"> <li>Construct four beginning level projects.</li> </ol>
<b>2. Demonstrate competency in specific objectives assigned by the instructor.</b>		
<i>Domain--Cognitive</i>	<i>Level--Application</i>	<i>Importance--Important</i> <i>Difficulty--Medium</i>
<b>Criteria</b> --Performance will be satisfactory when: <ul style="list-style-type: none"> <li>• learner saws</li> <li>• learner files</li> <li>• learner solders</li> <li>• learner buffs</li> <li>• learner oxidizes</li> <li>• learner mounts stones in setting</li> <li>• learner forging</li> </ul>	<b>Conditions</b> --Competence will be demonstrated: <ul style="list-style-type: none"> <li>• in class activities and projects</li> </ul>	<b>Learning Objectives:</b> <ol style="list-style-type: none"> <li>Saw effectively.</li> <li>File effectively.</li> <li>Solder effectively.</li> <li>Buff effectively.</li> <li>Oxidize effectively.</li> <li>Mount stones into setting.</li> <li>Forge effectively.</li> </ol>

## Types of Instruction

Classroom Presentation

On Campus Laboratory and Clinicals

## Grading Policy

### Evaluation Methods:

#### Grading Scale:

Grade	Requirement
<b>A</b>	300-260 points
<b>B</b>	259-210 points
<b>C</b>	209-170 points
<b>D</b>	169-130 points
<b>F</b>	129-0 points

## Learning Plans

### Learning Plan 1-- The Making of Jewelry

**Overview:**

By the end of the course, the learner will have demonstrated competency in all of the objectives assigned by the instructor and will have constructed two rings, a necklace, a bola tie, a bracelet and a belt buckle.

**Competency:**

1. **Complete the projects assigned by the instructor.**

**Competency:**

2. **Demonstrate competency in specific objectives assigned by the instructor.**

**Learning Activities:**

\_\_\_\_\_ 1. Pay close attention to demonstrations given by the instructor.

\_\_\_\_\_ 2. Develop competency in the learning objectives through practice.

\_\_\_\_\_ 3. Participate in class activities and projects.

**Performance****Assessment Activities:**

\_\_\_\_\_ 1. Submit final product to instructor.