

Jewelry Grading Criteria

You will earn points based on the following six items for most projects. The total possible points for any project ranges from 30 – 100 points depending on level of difficulty/time spent. Each category is worth a certain percentage of a total grade. This sheet should be placed in your sketchbook.

- 1. Meets Due Date 10 %**
All components submitted on time or not. Early and on-time submissions earn points. Late submissions get a zero. Recommendation: Use access/advise/study hall time before a project is due

- 2. Meets or Exceeds Assignment Objectives/Quantity 20 %**
Does your artwork define the assignment objectives, satisfy the requirements? Does the artwork accomplish the learning objects?

- 3. Skills Improvement/ Applying New Knowledge 20 %**
Your development of personal skills in the broad medium of jewelry will be assessed. With each project there will be new opportunities for advancing your skill set. Take advantage of this and keep trying until successful. Don't give up. When struggling, seek assistance.

- 4. Creativity and Originality ** 20 %**
Meeting the expectations earns a C/B range grade. An A range grade is earned by artwork that demonstrates new thinking, a creative approach, and is (hopefully) original. Keep this statement in mind when in the process of creating: "*Your first idea is rarely your best.*" The clever artist will accomplish the requirements *and* take the artwork to a higher level of expression and sophistication.

- 5. Quality Craftsmanship 20 %**
Artworks should be carefully handled and given attention to details. Good craftsmanship includes smooth edges, corners, transitions, intentional finishing with polishing surfaces. Take the time to remove excess solder and compound, remove dents and scratches. Please refine your artworks to earn the most points.

- 6. Effort and Use of Time 10 %**
How did you use your time in class? Was your time spent creating ideas, overcoming obstacles, and tackling the project day-in and day-out? OR did you spend your precious time talking to others, eating, texting, finishing homework from the night before? Keep in mind that I give very little homework and expect that class time is used efficiently. Continue learning and exploring beyond the assigned projects.

** Earning Extra Credit is possible in this category for some projects.