Jewelry Grading Criteria

Process 50 points possible for major projects.

The learning and progression that happens as ideas develop into more sophisticated, complex ideas.

1. Draw, sketch, plan, obtain images of various ideas (at least 10 minimum) 15 pts
2. Edit and Refine those ideas critically (verbal or written) 15 pts
3. Draw, sketch your own intended artwork. This is what you want to make. It may be loosely related to previous ideas, though it must be your own development, progression, invention. It must be visually drawn, sketched, or pieced together to receive credit. 20 points

Product/ Artwork

Minor Creative Projects 25-50 points each approx.

Major Jewelry Projects 100 points each

See other side for grading categories and explanation

Artist/Historical Studies 10 points possible for each (approx. weekly)

Quick and intriguing studies looking at various contemporary artists, historical artworks and time periods, styles, and methods of making art. Hopefully you will soak these in like a sponge. These studies will introduce you to the comprehension, reflection, and transfer standards, as well as art vocabulary per media.

Sketchbook 75 points possible approx.

Each assignment and activity should be recorded in your sketchbook. This may be as simple as stapling in a handout or as complex as keeping a process of inspiring ideas, images, notes, revisions over the course of several weeks. You may earn up to 3 points for each inclusion in your sketchbook. Art terminology like the E of A, and P of D are within the sketchbook. PLUS a creative grade for fun and colorful, creative collaging, decorative efforts.

Final Clean Up TBD usually 2% of total semester points

Product/Artwork

You will earn points based on the following six items for any major project submitted. The total possible points for any project ranges from 30 – 100 points depending on level of difficulty/time spent. Each of the following categories is worth 5-20 points. Please refer to these descriptions if you have any discrepancies about your grade. This sheet should be placed in your sketchbook. \*\* areas where meeting expectations earn 15 pts out of 20

1. Meets Due Date 10 pts

All submitted on time or not. Early and on-time submissions get 10 pts. Anything late gets a zero. Approximately 10% of total grade

1. Meets or Exceeds Assignment Objectives/Quantity \*\* 20 pts

How well have you interpreted the project description? Your understanding of the sequential steps is important. Does your work define the assignment objectives, stay within the requirements and perimeters, or does it push the idea a step further? Are there noticeable mistakes that could’ve been avoided? Did you take the time to redo sections of the piece that failed?

1. Skills Improvement/ Applying New Knowledge \*\* 20 pts

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. Take the skills and knowledge you have learned and stretch your boundaries by trying new approaches or styles.

1. Creativity and Originality \*\* 20 pts

The total project or individual pieces of artwork demonstrate 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.

1. Quality Craftsmanship 20 pts

The final piece of artwork is carefully made and given attention to removing dents, scratches, excess solder, sharp and/or uneven surfaces and edges, imperfections. The pieces should be free of fingerprints, excess buffing compound. Finishing techniques like buffing, wire brush finishing, satin texturing should be done consistently and intentionally.

1. Effort and Use of Time 10 pts

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 food, or finishing homework from the night before? Keep in mind that I give very little homework and expect that class time is used efficiently. Use the studio for yourself. Continue learning and exploring beyond the assigned projects.