

Handbuilding 1st group Deadlines		Wheel 1st group Deadlines	
Due Date	Project	Due Date	Project
9/26	Tray	9/26	Tray
10/11	Tray evaluations due		
10/18	Japanese teabowl	10/25	Thrown cup with handle
11/1	Coil project	11/8	Thrown bowl
11/15	Slab box with lid	11/15	Thrown plate
12/13	Thrown cup with handle	12/6	Japanese teabowl
12/13	Two more project evaluations due		
1/10	Thrown bowl	12/20	Coil project
1/17	Thrown plate	1/17	Slab box with lid
1/17	Ten stamps	1/17	Ten stamps
1/23	Last project evaluations due		

#### Slab Tray Project - Goals Checklist:

1. \_\_\_ No canvas texture! Instead it is decorated using one of the methods demonstrated.
2. \_\_\_ Tray is between 8" x 8" and 12" x 12" in size and around 1/2" thick
3. \_\_\_ Rim is smooth and rounded, textured or otherwise neatly finished
4. \_\_\_ Tray has feet or a foot ring 1/2"+ high that relates to tray shape and is joined seamlessly on.
5. \_\_\_ Your NAME (not just initials or nickname) is written on the bottom. Examples – Rob Flye, R Flye, Rob F.

#### Japanese Tea Bowl Project - Goals Checklist:

1. \_\_\_ Inside is at least 3" (7.5cm) across at the rim and holds one cup. Walls are less than 1/4" (6mm) thick.
2. \_\_\_ Rim is smooth, not square and sharp-edged, and feels good against lips.
3. \_\_\_ Cup is balanced; has pedestal foot that holds it steady and is around 1/3 as wide as the cup.
4. \_\_\_ Has no carved-in lines, especially inside or on/right below rim.

#### Coil Project - Goals Checklist:

1. \_\_\_ **Pot/sculpture matches design template made beforehand** that is used to help building
2. \_\_\_ Pot stands at least 8.5 inches (22cm) tall, walls are less than 3/8" (10mm) thick
3. \_\_\_ Pot is symmetrical and well-proportioned (sculptures may be asymmetrical); profile has 3+ curves
4. \_\_\_ Pot has a refined rim and at least two handles or decorative additions that are more than simple coils

#### Slab Box With Lid Project - Goals Checklist:

1. \_\_\_ Has a lid with a knob/finial, and feet
2. \_\_\_ At least large enough to be a butter dish or note card holder
3. \_\_\_ Has stamp or texture design; no canvas texture or sharp nasty edges
4. \_\_\_ **No cracks.** Well-crafted and aesthetically pleasing, shows care and creative effort

#### Thrown\* Cup With Handle Project - Goals Checklist:

1. \_\_\_ Cylinder stands 4-5 inches (10-13cm) high and is wide enough to hold a pop can.
2. \_\_\_ Cylinder made using one pound of clay; finished product weighs less.
3. \_\_\_ Cylinder walls are vertical and evenly thick; inside bottom is flat and meets wall at 90° angle.
4. \_\_\_ Cylinder is trimmed on the wheel, has pedestal or concave foot and a handle.

#### Thrown Bowl Project - Goals Checklist:

1. \_\_\_ Bowl is six to eight inches (15-20cm) across and three inches (7.5cm) or more deep.
2. \_\_\_ Walls curve out smoothly from the bottom and are not straight up and down; wall thickness is even.
3. \_\_\_ Rim is rounded, not square or sharp. (I will not accept bowls with square or sharp rims.)
4. \_\_\_ Foot is stable and neatly trimmed on the wheel; bottom is not thick at the sides.

#### Thrown Plate Project - Goals Checklist:

1. \_\_\_ Plate is at least eight inches (20cm) across.
2. \_\_\_ Center of plate is smooth and flat.
3. \_\_\_ Plate has a rim with a smooth rounded outside edge that is not too thin.
4. \_\_\_ Bottom is neat, neither too thick or thin and has a trimmed footing.

\* "Thrown" means made on the potter's wheel; "throwing" is the action of making something on the wheel.

## Super-Precise-ish Ceramics Type Rubric

<b>D-F-ish</b>	<b>B-C-ish</b>	<b>A</b>
You just went for it and started making something, you were not sure what, and it went downhill from there. You were trying to do the least possible to get a passing grade, and came up with a mostly worthless result.	You had some idea of project goals and what you wanted to make, but got a little more of what you got than what you wanted. Your work looks like something done to mostly fulfill a class assignment and get an okay grade.	You came up with a good idea beforehand that fit the project goals, created a template if necessary, and then made your idea into reality. Your work shows creativity, the desire to make something worthwhile, and obvious pride in workmanship.
Obvious cracks	Minimal cracks	No cracks
Walls are thick and heavy, or paper thin and susceptible to chipping and cracking.	Attention given to wall thickness, but could have been better	Wall thickness is even and not too thick or thin
Edges are sharp and ragged or thick and cut off - they show little or no refinement and are not functional or pleasing.	Edges are somewhat square, sharp, and/or too thick or thin, and not as neatly finished as they could be.	Smooth rounded edges, or edges formed in some way that is pleasing and, if needed, functional
Canvas texture left on rolled slabs; dents, bent parts, bumps and stuck on bits all show little or no effort was made to improve construction. Wheel pieces are untrimmed.	Overall okay finish with mild defects that were not taken care of	Cleanly finished - no unwanted dents, bumps, scratches, etc.
Joins are poorly done, unattractive and likely to fail.	Joins are more obvious and have gaps or other defects.	Joins are neat and free of cracks and gaps - the pieces look like they are one.
No real thought or care was given to design, and it shows.	Thought was given to design, but there are some elements that do not work as well as they might.	All elements of the design join together to create a unified and pleasing whole.
Does not meet a majority of project goals, if any	Meets or comes close to a majority of project goals	Meets or exceeds all project goals
You listened (maybe) to feedback, maybe acknowledged you understood, and then did very little/nothing.	You made some use of feedback, but stopped short of doing the best you could have.	You made use of feedback to improve your project (if I pointed out a shortcoming, you fixed it).
Surface designs are crude, cliché, stolen from copyrighted material, and detract from rather than add to the piece.	Surface designs might be cliché, or have some flaws that take away from their enjoyment.	Surface designs (carving and painting) are not clichés, are well done, and fit with the piece and glazing.
You slopped glaze on your piece, with some parts too thin and/or some parts too thick. You did not clean off glaze where needed so the piece could be fired. Your glazing did not improve over time.	The glaze coat has some thin spots or runs that take away a little from the piece. You seldom got a good coat, or never put in the work to get it just right.	You applied a nice even coat of glaze, not too thin or thick or patchy/gloppy. You might have made mistakes on some pieces, but your glazing shows care and improvement. You tried innovative and creative techniques.
You slacked off a lot, made excuses, played at doing sketchbook work, goofed around with pieces of clay to pretend you were working, and distracted others. You sat around waiting for time to pass and class to be over.	You used a majority of your time to work on projects, but were more laid back. You spent time doing sketchbook work, homework, distracted by your phone, etc.	You used all your class time to work on projects. You made multiple pieces for projects, not just one and done. You did not do sketchbook work in class unless directed to; you did not do homework for other classes or play with your phone/devices. You rocked.
You habitually left a mess for me and others to deal with - you made the studio a worse place to be.	You kinda tried, but didn't put real effort into it. You reduced your mess, but still left me and others to clean up after you.	You actually cleaned your work area, cleaned and put back all the tools you used where they belong, and made everything nice and new.