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| **Student Name:**  **Lesson: Clay Critter** | | | | | |
| Circle the number **in pencil** that best shows how well you feel that you completed that criterion for the assignment. | | **Excellent** | **Good** | **Average** | **Needs Improvement** |
| **Criteria 1** – **Vessel Form:** Created a successful vessel form with a slit for the phone. | | 10 | 9 – 8 | 7 | 6 or less |
| **Criteria 2** – **Additive Features:** Created expressive features and additions to add onto the critter. | | 10 | 9 – 8 | 7 | 6 or less |
| **Criteria 3** – **Surfacing**: evenly coated glaze coat. | | 10 | 9 – 8 | 7 | 6 or less |
| **Criteria 4** – **Effort**: took **time** to develop idea & complete project? (Didn’t rush.) Good use of class time? | | 10 | 9 – 8 | 7 | 6 or less |
| **Criteria 5** – **Craftsmanship** – Neat, clean & complete? Skillful use of the art tools & media? | | 10 | 9 – 8 | 7 | 6 or less |
| **Total: 50**  **(possible points)** | **Grade:** |  |  |  |  |



**Clay Critter**

Step 1: First create two expressive designs of critters. You can use monster faces, part-animal faces, or any other distorted face.

Step 2: Create one large pinch pot.

Step 3: Next create a hole/slit in the top to hold the cell phone.

Step 4: Slip and score on two feet on the bottom.

Step 5: Add features to your critter. (teeth eyes, tongue, etc.)

Step 6: Wait until the critter is bone dry and fire it in the kiln to harden.

Step 7: Then paint the vessel with colored glaze.

Step 8: Once the vessel is fired a second time, it is finished, and can be graded.





