Clock

Requirements:

- Create a 3 dimensional functional mantel, tabletop, or wall clock using the mechanism and hands provided to you. Flat wall clocks will **not** meet the requirements.
- Use the building method of your choice to successfully execute your idea.
- Use decorative techniques and textures to detail your piece. Most details must be made with clay. Use paint/glaze to accentuate your work.
- The walls of your clock must be ½ –¾ inch thick in order to fit the clock mechanism.
- The hole for your clock mechanism and shaft must be large enough to fit the clock motor and shaft after shrinkage and firing. It is better to err on the side of too big, rather than too small.
- Create numbers, marks or dots, **before** firing, to depict the hours on a clock. At a minimum you must display 4 markers at 12, 3, 6, and 9 o'clock. Decide how many time markers you will use and how you will depict them. If you plan on using applique, make sure the clock hands do not touch your applique. Use a template to ensure your clock will accurately depict the correct time.

Grading: 25 points

10 points: Created a 3D clock with attention paid to quality and craftsmanship in the build, details, as well as surface decorations, using ALL available class time.

5 points: Clock motor, shaft, and hands fit after firing and the clock functions.

4 points: Created a minimum of four accurate hour markers using a decorative method before firing

5 points: Time and effort are apparent in glazing or painting. If glazed, the bottom and edges are free from glaze and it did not stick to the kiln shelves. The hole for the clock shaft is not clogged with glaze. If painted, the student put forth obvious effort using different colors and making lines clean and defined.

1 point: After completion, self-reflection questions are thoughtfully answered

Draw your clock idea here. Be sure to include notes about your decorative techniques. Draw your idea from the front as well as the side so you can show how you will insert your clock motor and hands as well as ensuring it is 3D.