

All children – regardless of gender, starting point or background – will have the opportunity to engage with a high-quality art and design education. They will be equipped with the knowledge, skills and vocabulary to experiment, invent and create a range of art techniques including colour, texture, shape, line, space, form and pattern. Children will learn about a range of artists, craft makers, architects and designers and have opportunities to design and create a broad range of artwork. We intend to inspire a sense of enjoyment and curiosity about art and design.

3D Sculpture

Spring 2

Igniting Prior Knowledge:

Year 2 (3D Sculpture: Water Sculpture - Ailsa Nicholson)

- Freestanding sculptures/structures can be made stronger, stiffer and more stable using a range of simple joining and folding techniques.
- Malleable and rigid materials can be used to create 3D sculptures.
- Materials (such as modelling clay, card, plastic, wire, found and natural) can be used to create sculptural forms.
- Materials and different media can be used to create surface patterns and texture on sculptures.
- Qualities of surface texture can be described as, rough, smooth, ridged, etc.
- Repeated patterns can make a 3-D form aesthetically pleasing.



Key Vocabulary:

- Slip
- Pinch
- Coil
- Manipulate
- Decoration
- Ornate
- Symbolic
- Human form
- Modroc
- Roller
- Modeling tools
- Organic
- Bond
- Air drying clay
- Ceramics
- Hollow
- Relief
- Carve
- Cut
- Groove
- Engrave
- Sculpt

New Knowledge:

- Form, in the discussion of art, is a term useful for describing complex shapes, often organic rather than geometric, as well as three-dimensional as opposed to flat shapes: the 'form' of a human figure, for example.
- Slip is liquified clay that is used to join and bond pieces of clay together.
- A base can be constructed to join and extend additional shapes of sculptures.
- Tools such as wire, hammers, stamps, rollers, scrapers, and modelling tools can be used to create shape, texture and detail in sculptures.
- Art can be designed for different purposes and link to creative industries.



Individuality