



## Art- 3D work and sculpture

Topic:		Year 5	
<p>What should I know already</p> <p>3D Work- Shows an awareness of texture, shape &amp; form by recreating an image in 3-D form.</p> <p>N.C. KS2- To improve their mastery of art and design techniques, including sculpture with a range of materials. To know about great artists, architects and designers in history.</p>		<p>Vocabulary</p> <p>Try to remember these key words and their meanings</p>	
<p>What will I know at the end of the unit?</p>			
<p>Materials have very different qualities that may not always be appropriate for their work.</p> <p>2D design is the starting point for 3D sculpture-</p>	<p>Explore how stimuli can be used as a starting point for 3D work.</p> <p>E.g. change the work of an artist to 3D sculpture,</p>	Realistic	
		Proportion	
		Surface texture	
		Composition	
		Balance	
		Scale	
		Relationship	
		Transform	
		Movement	
		Structure	
		Construct	
		Flexible	
		Pliable	
		Hollow	
		Solid	
		Attachment	
		Relief	
<p>Materials have limitations-</p> <p>Clay will dry out and possibly crack, glue should not be heavily applied to get a strong bond.</p>			
<p>A coil is a simple way to make a clay pot.</p>			
Investigate		Diagrams	
<p>Control modelling with clay, cardboard and other materials (Plasterzote)- Making attachments with clay, using slip e.g. making coil pots.</p> <p>Extend construction skills by experimenting - card cutting, bending, scoring, folding and sticking.</p> <p>Work on large and small scale projects- both individually and as part of a group.</p> <p>Recognise and be able to name some famous sculptures from a particular time period e.g. classical Greek sculpture.</p>	  		