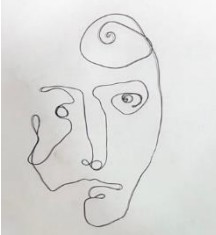




Key techniques & Skills



revisit: **Alexander Calder**

Wire sculptures – using wire to sculpt a face (based on Anthony Calder recapped from Y2). Children will learn about malleability and different media for sculpture



Children will look at the work of sculptors and how different media can be modelled into 3D forms. They will compare Calder, Moore and Hepworth and Anthony Gormley in sketchbooks



CLAY & SCULPTURE – building on from year 3, children will learn how to use 'slip' to join clay together to make a face or a sculptured 'body' form

Key Knowledge & Artists



Frank Helmut Auerbach (born 29 April 1931) is a German-British painter



Henry Moore bronze sculpture (recumbent figure 1938)



Alexander Calder (revisiting)
Another Place –
Anthony Gormley (1997 Liverpool)



Name 3 different medias for making a sculpture?
Name 2 different sculptor artists? What are the similarities and differences?
How do we join clay together?

Key Vocabulary

Term/ word	definition
Sculptor	- an artist working with materials such as clay/ wire/ stone to make 3D work (name Calder, Frink, Gormley)
Sculpture	- a 3D art form made from materials such as clay/ metal/ bronze/ wire/ willow
3D	- artwork that is not flat (2D)
bronze	- a yellowish-brown alloy of copper with up to one-third tin - metal worked using moulds and 'casting'

Red is for extension only and not key vocabulary

Prior learning

Sculpture:

Reception and Nursery will have explored clay as a sculpture medium – adding water, making pots, dinosaur eyes, They will have used mod roc for giant bug making

Year 1: will have made African mask sculptures looking at the work of African tribal masks and Picasso

Year 2: will have already looked at the work of **Alexander Calder** and made wire fish

Year 3: will have studied **Dame Elisabeth Frink** and made wire armatures for a body form sculpture and then moulded a body from wire and clay or mod roc. They will also have made a clay tile or vessel based on **Romans and** Join clay adequately and construct a simple base for extending and modelling other shapes
Made a clay sculpture using joining techniques such as slip
Use modelling tools to help shape, fix, texture pots