

Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Art & Design - Year: LKS2 - A
Sculpture & Drawing

NC/Pos:

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences.
- become proficient in drawing, painting, sculpture and other art, craft and design techniques.
- evaluate and analyse creative works using the language of art, craft and design.
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Key stage 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

Prior Learning (what pupils already know and can do)

Manipulate card and paper to make paper sculptures.

Roll out clay with a pin, batons and a clay mat. Make balls and coils of clay. Sculpt & press lines, shapes and patterns into the surface of clay with clay tools. Smooth the surface of clay with water. Use slip.

Transfer surface patterns of natural objects such as leaves to a clay surface.

Add/ attach objects to clay to make sculptural features & details.

End Points (what pupils MUST know and remember)

Know that Franz Messerschmidt was a sculptor famous for character heads contorted into extreme facial expressions

Know sculpture is an art form made in three dimensions where sculptors use modelling and constructing - to create their work.

Know that papier mache is used to make a sculptural form from recycled paper

Know that a gargoyle is found on old churches and cathedrals to divert rainwater away from the building

Know that a kiln is used to dry out an artist's clay sculptures and pottery.

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Know how to hand sculpt, model shapes and join pieces of clay to make an open hollow form. Know how to use clay tools and equipment to roll out, sculpt shapes, join pieces and make impressions and indents like lines, on clay sculpture.
Know how to use pencil and shading to draw eyes with realism and detail.
Know how to use pencil and shading to draw animal eyes and how to represent an animal eye in clay.
Know how to adapt the thumb pot technique to construct a hollow form clay sculpture.

Key Vocabulary to be taught in each session is written in bold.

Session 1: Gargoyles/ grotesques/ Artist study-/Franz Messerschmidt/ Gargoyles and grotesques.

Learn what a gargoyle and what grotesques are. Learn the function of a gargoyle and know that they are often found in castles or cathedrals or churches. Research & develop a gargoyle sculpture from a series of sketchbook drawings, ideas and investigations. Eg sketch different designs that show emotion. Know how to annotate a sketchbook entry with comments and observations and to evaluate a finished piece of sculpture.

Artist study- Franz Messerschmidt artist study. German Austrian Sculptor famous for character heads contorted into extreme facial expressions. 6.Feb.1736 - 19.8.1783. Neo Classicism

Use artists work to inspire designs for gargoyle pot.

Session 2 Thumb pot/ hollow form/ slip/ cross hatching/ impressions, indents, reliefs

Clay Gargoyle Pot

Adapt the thumb pot technique (prior learning) to construct a hollow form clay sculpture with gargoyle characteristics. Create different textures in clay using clay tools.

Create impressions, indents, reliefs in some areas and score to simulate texture.

Use slip and cross hatching techniques to attach features.

Session 3: Hector Gonzales/ artist study/ mythical/ implied texture/

Drawing Exercise- Draw an eye in proportion. Shade realistically to achieve form.

Hector Gonzales artist study. Drawing eyes

Imaginative drawing - Design a dragon's eye. (Mythical creature). Draw scales - animals' skin or fur. Annotate the design.

Session 4: Rolling/ clay/base/animal scales

Clay Dragon's eye sculpture.

Textures and joining. Know how to represent an animal eye in clay.

Use rolling to make a piece of base clay to add eye features to.

Know how to attach smaller and thinner pieces of clay so that they will not fall off. Use slip and cross hatching techniques to secure the pieces.

Engrave details into the clay work to imply the features of animal skin or scales.

Session 5: Papier Mache/ recycled paper/ wet strength tissue paper/ collage

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Papier Mache - Fish Sculpture

Using recycled paper/ plastic bottle/bubble wrap and a layer of wet strength tissue paper.

-Make a fish shaped armature from recycled items. Masking tape together. Add features like a tail etc.

-Cover with wet strength tissue paper and watered down pva. Allow to dry and then collage or paint with a sponge.

Session 6: Evaluate/ annotate

Finish Fish /Paint clay and evaluate photographs of all clay models.

Future learning this content supports:

Construction of more advanced 3D sculpture - Clay bust. Sculpture made from recycled/ alternative or combined materials - wire/ withies/ papier mache/

Sculptures that include holes within their form - negative space elements.

Artists work in varied sculptural forms to create work. Often of famous or historic figures.