



Knowledge Organiser

Year Group:	6	Subject:	Art– Sculpture	Term:	Spring 1
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Skills I am practising

- To be able to apply my knowledge of a range of skills and techniques to communicate my ideas in 2D and 3D forms.
- I understand how artists manipulate materials to create texture.

Prior experiences or knowledge learnt

- Use a range of materials and appropriate tools (sculpture) to describe form, create pattern and describe texture.

Disciplinary knowledge: Knowledge of artists

- To be able to identify the influences and inspiration of great artists and designers through research presented in sketchbooks.
- To be able to identify techniques used by great artists and designers in their work and apply this in my own work.
- To be able to critically analyse the work of artists, architects, and designers throughout history.
- To be able to explain how an idea or theme has been communicated through different forms and styles.

Concept



Sequence of learning

1)	Take inspiration from the greats.
2)	Design and develop ideas.
3)	Select different tools and media to develop my ideas.
4)	Master sculpting techniques.
5)	Finish products to a high standard.
6)	Evaluate my own work and the work of others.

Focus artist

Francois Pompon



Disciplinary knowledge: Evaluating

- To explain how an idea or theme has been represented in different ways through art.
- To be able to use language specific to a range of techniques to evaluate my own work and the work of other artists.

Disciplinary knowledge: Developing ideas

- To be able to investigate different starting points for my work.
- To be able to choose which idea to develop further.
- To be able to select different tools and media to develop my ideas.
- To be able to explain how I am developing and refining ideas using language appropriate to the chosen style of art
- To be able to record my thoughts and ideas in a sketchbook through visual experiments and observations from primary and secondary sources, with some annotations.
- To be able to develop and refine techniques in a sketchbook, including some annotations.
- To be able to use my sketchbook to record experiments with media and to try out new techniques and processes that can be transferred to larger scale pieces.



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Key vocabulary

Tier 2

Sculpture– an artistic form in which materials are worked into three-dimensional art objects.

Texture– how something feels when it is touched.

Slab– a flat pancake of clay.

Pinch– using two fingers to nip the clay and form a pattern.

Coil– A long, thin rope of clay.

Score– a joining technique using a tool to scratch the clay together.

Tier 3

Slip– a mixture of clay and water to cement together parts that have been formed separately.

Proportion– the relative size of parts.

Impress– to indent a design or texture into soft clay.

Repetition– the reoccurrence of a particular line, pattern, shape or other visual element.