

<u>Key Vocabulary</u>	<u>Definition</u>
Realistic	You say that a artwork is realistic when it is like people and things in real life.
Proportion	If you refer to the proportions in a work of art or design, you are referring to the relative sizes of its different parts.
Scale	If you refer to the scale of something, you are referring to its size or extent, especially when it is very big.
Stability	If an object is stable, it is firmly fixed in position and is not likely to move or fall.
Tactile	Something that is tactile is pleasant or interesting to touch.
Attachment	If you attach something to an object, you join it or fasten it to the object.
Relief	A relief is a sculpture that is carved out of a flat vertical surface.



Key Questions:

- What sculptures have you made before?
- Can you name any sculpture artists?
- What is the opposite of realistic?
- Vocabulary- mould, join, materials, plan, design abstract, texture.

What should I already know?

- Replicate some of the techniques used by studied artists.
- Create original pieces influences by studies of others.
- Mould and combine shapes to create recognisable forms.
- Include texture that conveys feelings, expression and movement.
- Use clay and other mouldable materials.
- Add materials to provide interesting detail.

What will I know at the end of the unit?

- Give details about the style of notable artists and designers.
- Show how the work of those studies was influential in both society and to other artists.
- Create original pieces that show a range of different influences and styles.
- Show life-like qualities and real-life proportions.
- Use tools to carve and add shapes, texture and pattern.
- Combine visual and tactile qualities.
- Use frameworks e.g. wire or moulds, to provide stability and form.