



# Pinner Wood School



<b>Year Group</b>	6	<b>Term:</b>	Spring 2	<b>Subject</b>	Art	<b>Topic</b>	Materials and Sculpture
						<b>Key Question</b>	How can I use malleable media to create a volcano?
<b>Prior Learning and other Curriculum Links</b>	Year 5 - clay coiled pots Year 4 - clay mummies				<b>Target Tracker statements (Skills)</b>	<ul style="list-style-type: none"> <li>I can create intricate printing patterns and textures in malleable media by simplifying and modifying sketchbook designs</li> <li>I can refine the use of techniques I have learnt</li> <li>I can adapt my own final work following feedback or discussion based on my preparatory ideas</li> <li>I can use different techniques, colours and textures when designing and making pieces of work and explain the reason for my choices</li> </ul>	
<b>Fundamentals</b>	<p><b>Materials:</b> To produce intricate patterns and textures in a malleable media</p> <p><b>Sculpture:</b> To use different techniques, colours and textures when designing and making pieces of work and explain his/her choices</p>				<b>Key Facts/Sticky Knowledge</b>	<ul style="list-style-type: none"> <li>- Modroc is another name for plaster bandage</li> <li>- It starts off dry</li> <li>- You then dip it in water and then model with it.</li> <li>- It then sets hard, hence "mod" (mud) - "roc" (rock).</li> <li>- Modroc is used over an armature, which can be made in a number of ways depending upon age, ability or purpose.</li> </ul>	
<b>Our Curriculum Journey</b>	<p><b>Journey:</b> In this unit, the children will learn what modroc is and how it is a malleable material that can create a sculpture. They will start off by drawing and designing their volcano thinking about proportions. They will then begin to think about the materials needed to make their 3D volcano. The children will then work in groups to create their volcano base and use balls of paper to create their shape. They will then use the modroc to cover the sculpture. Finally, the children painted their volcano.</p>						

<b>Key Vocabulary (revisited)</b>	Textures, proportions, scratching, sculpture, model, slip, mould, shape, overlap, layers	<b>Key Vocabulary (new)</b>	Composition, scale, proportion, techniques, tone, intricate patterns, malleable media, designing, gauzes
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