

UKS2 Sum 1 3D



Art

To be secure in this unit you must:

Take Inspiration from the Greats:

- **Research the work of an artist and replicate their style.**
- Understand that art can be abstract and interpret what the meaning could be.
- **Explain the style of art used and how it has been influenced by a famous artist.**

Evaluate & Develop your work:

- **Compare techniques and ideas or themes in their own work and that of others and explain what they think or feel about it.**
- **Annotate work to record ideas and emotions using this to inform design ideas and thumbnail drawings/designs.**

Develop 3D art skills:

- Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.

• **Use tools to carve and add shapes, texture and pattern.**

• **Combine visual and tactile qualities.**

Use frameworks (such as wire or moulds) to provide stability and form.

Develop painting skills:

- **Combine colours, tones and tints to enhance the mood of a piece.**

Develop drawing skills:

- **Create accurate drawing including proportion**
- **Experiment with marks and lines to create texture**

Vocabulary

Sticky Knowledge

Inspiration

Medium/media

The material/s that an artwork is made from

Form

A 3D object, it has height, width, and depth

Abstract

Artwork that doesn't attempt to appear true to life

pattern space

A design that is repeated

The area around, above and within an object

Avant-garde

Any artist, artwork or movement that pushes boundaries

Stability

Being secure, not likely to give way or overturn.

Contrast

Arranging opposite elements e.g. light and dark, rough and smooth

Texture

How something feels or looks like it feels

Malleable

Material that is easy to manipulate

Sculpt

To form, shape and manipulate material

Carve

Using tools to cut into an object

proportion

The relationship between the height, width, and depth.

Rolling a ball



Rolling snakes



Squeezing



Pulling and pinching



Carving details



Making holes or hollows



Shade
Add Black to a pure hue
Tint
Add White to a pure hue
Tone
Add Grey to a pure hue



Key Experiences

Investigate the works of Yayoi Kusama and express an opinion about her work.

Experiment with the use of wire to create a stem inspired by Kusama's 'Flowers that bloom..' series.

Use Modroc to strengthen the stem in preparation for supporting the flower head.

Use knowledge of tints, tones and shades to paint the stem.

Manipulate coloured clay into shapes to create a flower head inspired by Yayoi Kusama.

Draw your creation paying attention to accurate proportions.

Evaluate the work of a friend and your own to help think like an artist and suggest next steps.

Yayoi Kusama

