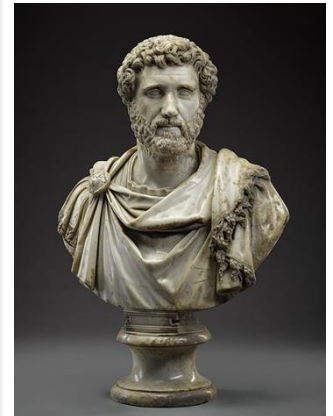


In art we are learning about...

Sculpture

Key vocabulary

- **Sculpture** - A 3D piece of art often carved, chiselled or cast from stone, marble, wood or bronze.
- **Medium** - The type of material used in creating a piece of art work.
- **Relief** - A type of sculpture that looks raised from the background.
- **Renaissance Period** - The culture and style of art and architecture developed during the Renaissance Period.
- **Carve** - To cut into a material with care and exactness.
- **Assemble** - To fit together the parts of something.
- **Modelling** - To make a model with materials.
- **Casting** - To shape a material by pouring it into a mould and letting it harden or dry.



Sticky knowledge

- Famous sculptors over time include: Michelangelo, Donatello, Bernini, Rodin and Nevelson.
- Sculpture is the act of making 3D art work which is chiselled, carved or cast. Sculptors often work with materials such as marble, bronze, wood, stone, clay, metal and even glass.
- Key techniques in sculpting with clay include: rolling, squeezing, pulling and pinching, carving, smoothing and joining.
- If sculpting requires joining clay together, we will need to use scoring and slip (wet clay) to ensure additional pieces are secure.



Time line of key Roman Emperors

Sculpting Tools



27BC - 14AD
Emperor Augustus who encouraged building sewage systems.

14AD - 37AD
Emperor Tiberius who brought wealth the empire.

41AD - 54AD
Emperor Claudius who improved the legal system and gave slaves and women better rights.

117AD - 138AD
Emperor Hadrian who built Hadrian's wall to separate England and Scotland.

138AD - 161AD
Emperor Antoninus Pius who generated wealth and believed in peace not war.

305AD - 306AD
Emperor Constantius I who built bridges and canals.

306AD - 337AD
Emperor Constantine who converted much of the Roman Empire to Christianity.

Links to previous learning

- We will use previous knowledge of sculpting and techniques with clay.
- We will use knowledge of how to choose strong materials for their properties, using forces to change shapes and how to make a model robust.



Aspirations

- Artist
- Sculptor
- Animator
- Museum curator



Characteristics needed for this topic:

- Creativity
- Imagination
- Open Mindedness

