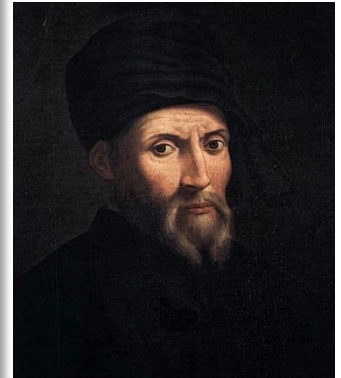


# In art we are learning about...

## Donatello - 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

- Donatello was a famous Renaissance sculptor who came from Italy.
- Sculpture is the act of making 3D art work which is chiselled, carved or cast. Donatello was known for using materials such as marble and bronze.
- 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 his life

Sculpting Tools



**1386**  
Born in Florence, Italy.

**Around 1400**  
Said to have learned sculpting from a sculptor working on the Cathedral of Florence.

**1404 - 1407**  
Became a member of the workshop of Lorenzo Ghiberti, a famous Bronze sculptor.

**1408 - 1415**  
Created 'St John the Evangelist' - a seated sculpture made from marble.

**1430 - 1440**  
Created one of his most famous pieces - 'David' - which was made from bronze.

**Around 1460**  
Spent the last few years of his life working on twin pulpits made from Bronze for San Lorenzo Cathedral.

**13<sup>th</sup> December 1466**  
Dies in Italy.

### 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

