






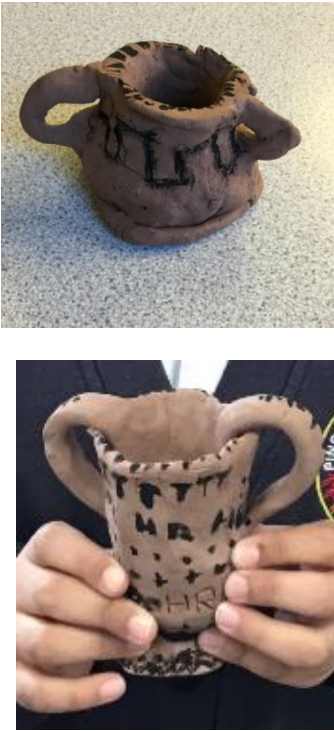







Sculpture progression – skills and vocabulary.



Year	Key Skills		Vocabulary
EYFS	<ul style="list-style-type: none"> Enjoy using a variety of malleable media such as clay, papier mache, salt dough. Impress and apply simple decoration. Cut shapes using scissors and other modelling tools. Build a construction/ sculpture using a variety of objects e.g. recycled, natural and manmade materials. Look and talk about what they have produced, describing simple techniques and media used. 	  	<ul style="list-style-type: none"> Press Roll Cut Shape Clay/dough Build/make/construct Scissors/tools Glue/fix/stick Smooth/bumpy
Y1	<ul style="list-style-type: none"> Continue to manipulate malleable materials in a variety of ways including rolling, pinching and kneading. Impress and apply simple decoration techniques: impressed, painted, applied. Use tools and equipment safely and in the correct way. Explore the work of a range of artists, craft makers and designers. Look at and talk about own work and that of other artists and the techniques they had used. 	 	<ul style="list-style-type: none"> As above Papier mache/Modroc Pinching/kneading Decoration/pattern Artist/designer
Y2	<ul style="list-style-type: none"> Shape, form, construct and model from observation and imagination. Use a sketchbook to plan and develop simple ideas and making simple informed choices in media. Demonstrate experience in surface patterns/ textures and use them when appropriate. Explore carving as a form of 3D art. Explore the work of a range of artists, craft makers and designers. Identify changes they might make or how their work could be developed further. 	 	<ul style="list-style-type: none"> As above Model/form Sketch/plan Texture/surface pattern Carving Three dimensional Improve/develop

Y3	<ul style="list-style-type: none"> • Learn to secure work to continue at a later date. • Join two parts successfully. • Use a sketchbook to plan, collect and develop ideas. • Produce more intricate surface patterns/ textures and use them when appropriate. • Produce larger ware using pinch/ slab/ coil techniques. • Continue to explore carving as a form of 3D art. • Use language appropriate to skill and technique. • Continue to explore the work of a range of artists, craft makers and designers. 		<p>As above</p> <p>Join/blend/match</p> <p>Pinch/slab/coil</p> <p>Carve/scrape/gouge</p> <p>Subtractive vs additive sculpture</p>
Y4	<ul style="list-style-type: none"> • Make a slip to join two pieces of clay. • Decorate, coil, and produce maquettes confidently when necessary. • Use recycled, natural and man-made materials to create sculptures. • Use sketchbooks to collect and record visual information from different sources as well as planning, trying out ideas, plan colours and collect source material for future works. • Adapt work as and when necessary and explain why. • Gain more confidence in carving as a form of 3D art. • Use language appropriate to skill and technique. • Demonstrate awareness in environmental sculpture and found object art. • Discuss and review own and others work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further. • Continue to explore a range of great artists, architects and designers in history. 		<p>As above</p> <p>Slip/scoring</p> <p>Maquette/miniature</p> <p>Natural vs manmade</p> <p>Recycled/reclaimed</p> <p>Environmental sculpture</p> <p>Found object art</p> <p>Modify/adapt</p> <ul style="list-style-type: none"> • Architect/architecture • Classical/modern

<p>Y5</p>	<ul style="list-style-type: none"> • As above • Show experience in combining pinch, slabbing and coiling to produce end pieces. • Develop understanding of different ways of finishing work: glaze, paint, polish. • Confidently carve a simple form. • Compare the style of different styles and approaches: eg. Moore vs Aztec sculpture. 		<ul style="list-style-type: none"> • As above • Glaze/firing/coats/finish • Statue/bust/kouros • Compare/contrast
<p>Y6</p>	<ul style="list-style-type: none"> • As above • Work around armatures or over constructed foundations. • Demonstrate experience in relief and freestanding work using a range of media. • Recognise sculptural forms in the environment: Furniture, buildings. • Model over an armature: eg. newspaper frame for Modroc. 		<ul style="list-style-type: none"> • As above • Base/foundation • Relief/frieze/freestanding • Plinth • Mould/cast • Pillar/column/buttress • Frame/armature/support • Mesh/net