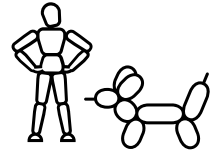


# Art and Design

## Year 6 Summer Term



### Concept

**Form** A 3D representation.

#### Inspirational artwork and Artist, craft-maker or designer:

David  
Michelangelo



Michelangelo (1475) was an Italian sculptor, painter and architect who was prominent during the Renaissance, a period influenced by classical art and culture. He created David in 1501, depicting David from the story 'David and Goliath'. It is considered one of the world's greatest statues.

Head  
Henry Moore

Head, by sculptor Henry Moore (1898), is an abstract take on the human form that combines organic, natural and flowing shapes.



Cathedral  
Auguste Rodin



French sculptor, Auguste Rodin (1840), was inspired by Michelangelo and created strikingly realistic figures in the Renaissance style.

Building Bridges  
Lorenzo Quinn



Lorenzo Quinn (1966) is a contemporary Italian sculptor inspired by the work of both Michelangelo and Rodin. He focuses on the human form and is best known for his giant hand sculptures, like this one in Venice, Italy.

#### What should I already know?

- I can handle and manipulate malleable materials for a purpose.
- I can use tools to cut, join and carve.
- I can add detail for accuracy.

#### What will I learn?

- I will plan and design my own sculpture.
- I will shape, form and construct my sculpture using clay.
- I will use tools to carve and add shape, texture and pattern.

#### Media

clay  
sculpting tools

#### Piece

I will design and create a 3D clay sculpture of my choosing taking inspiration from the work of a range of artists.

#### Critical technique

I will express a critical opinion on the work of several artists, craft makers and designers, giving reference to their use of line, colour, form, pattern and texture. I will compare and make clear links between artists and their techniques.

#### Key Vocabulary

Renaissance	Inspired by classical art and culture.
contemporary	Belonging in the present.
design	An outline, sketch or plan to create something.
style	A distinctive appearance.
three-dimensional	Having length, width and height.
figure	The shape of a body.
pose	To assume a particular position.
cut	Slicing with a sharp edge to divide a material in to more pieces.
join	Connecting two or more things together.
carve	Removing material to create shape.

