

# Year 3 - Art and Design

Together we flourish and grow.

How can we create 3 dimensional characters inspired by characters in film and fiction?

## Key Knowledge

### Research

- Know that Rosie Hurley specialises in 3D illustration.
- Understand that many makers use other artforms as inspiration, such as literature, film, drama or music.

### Skill Development

- That through making work in another medium we can make work our own, re-interpreting and re-inventing.
- That we can explore character, narrative and context to create drawings.

### Making

- Understand that when we make sculpture by moulding with our fingers it is called modelling
- That clay is a soft material which finally dry/set hard.
- That we can explore character, narrative, and context and create sculptures which will convey these qualities through their form, texture, material, construction, and colour
- We can decorate clay by scratching, cutting, or carving lines into clay at various depths.



## Key Vocabulary

<i>Sculpture</i>	the art of making three-dimensional representative or abstract forms, especially by carving stone or wood or by casting metal or plaster	<i>armature</i>	a framework (often metal) on which a sculpture is molded with clay or similar material.
<i>model</i>	three-dimensional representation of a person or thing or of a proposed structure, typically on a smaller scale than the original	<i>construct</i>	To build or erect something
<i>Modroc</i>	Modroc is a plaster impregnated gauze	<i>clay</i>	A soft, loose, earthy material. It can be molded when wet, and is dried and baked to make bricks, pottery, and ceramics.