



| | | | |
|---|--|---|---|
| Art and Design – Medium term plan | | | |
| Year group: Year 3 | | Artist: Alexander Calder | Focus: 3D wire sculpture/drawing |
| National Curriculum Pupils should be taught: <ul style="list-style-type: none"> • Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Pupils should be taught: • to create sketch books to record their observations and use them to review and revisit ideas • to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] • about great artists, architects and designers in history | | | |
| Vocabulary Sculpture/sculptor design 3D Kinetic Mould | Endpoint Final piece <ul style="list-style-type: none"> • Create a twisted wire sculpture in the form of an animal - thread beads onto wire to embellish | Endpoints About the Artist – Alexander Calder <ul style="list-style-type: none"> • American (1898-1976) • Famous for kinetic wire sculptures (mobiles) • Work can be seen at Museum of Modern Art, New York |   |
| Prior knowledge, skills and learning experiences (Y2) Can communicate ideas and meanings very simply. Can they use sketchbooks to record ideas. Can experiment with a range of drawing media to draw from direct observation when sketching. Can develop how they can use digital media, including the use of mark-making tools, e.g. brush and pen tools. | | Endpoints (Y3) Knowledge, skills and learning experiences Can make their own choices. Can begin to work more abstractly. Can collect visual and other information. Can experiment in different ways. Can create artwork following an idea or towards a specific purpose Can use sketch books to collect, record and evaluate ideas | |

Can comment on similarities and differences in the work of other artists.
Can create a piece of work in response to another artists' work
Make a model from observation and imagination.
Make and decorate clay coil pots.
Learn to join clay pieces to each other.
Create surface patterns and textures.
Can identify slip and know what it is used for.

Can identify and begin to draw simple objects from observation, and use marks and lines to produce texture.
Can use a digital camera and IT programs to create images and art work that includes their own work and that of others.
Join two parts successfully using e.g. wire, paper
Construct a simple base for extending and modelling other shapes.
Can create 3d image from wire.
Can compare the work of different artists and describe what they think or feel about own and others' work.
Can explore ideas and change what they have done to give a better result.
Can adapt and improve work thinking about the purpose of it.