

				Sculpture and 3D		
				EYFS: Reception	Year 1	Year 2
Methods, techniques, media and materials	<b>Pupils know how to:</b>					
		<ul style="list-style-type: none"> <li>Explore the properties of clay.</li> <li>Use modelling tools to cut and shape soft materials eg. playdough, clay.</li> <li>Select and arrange natural materials to make 3D artworks.</li> <li>Talk about colour, shape and texture and explain their choices.</li> <li>Plan ideas for what they would like to make.</li> <li>Problem-solve and try out solutions when using modelling materials.</li> <li>Develop 3D models by adding colour.</li> </ul>	<ul style="list-style-type: none"> <li>Roll and fold paper.</li> <li>Cut shapes from paper and card.</li> <li>Cut and glue paper to make 3D structures.</li> <li>Decide the best way to glue something.</li> <li>Create a variety of shapes in paper, eg spiral, zig-zag.</li> <li>Make larger structures using newspaper rolls.</li> </ul>		<ul style="list-style-type: none"> <li>Smooth and flatten clay.</li> <li>Roll clay into a cylinder or ball.</li> <li>Make different surface marks in clay.</li> <li>Make a clay pinch pot.</li> <li>Mix clay slip using clay and water.</li> <li>Join two clay pieces using slip.</li> <li>Make a relief clay sculpture.</li> <li>Use hands in different ways as a tool to manipulate clay.</li> <li>Use clay tools to score clay.</li> </ul>	
	<b>So that they can:</b>					
		<p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p> <p>Cut, thread, join and manipulate materials safely, focussing on process over outcome.</p> <p>Begin to develop observational skills (for example, by using mirrors to include the main features of faces.)</p>	<p>Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures.</p> <p>Explore and analyse a wider variety of ways to join and fix materials in place.</p>		<p>Further demonstrate increased control with a greater range of media.</p> <p>Make choices about which materials and techniques to use to create an effect.</p> <p>Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.</p> <p>Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.</p>	

See skills progression [here](#)

Sculpture and 3D

Year 3

Year 4

Year 5

Year 6

Methods, techniques, media and materials

Pupils know

How to:

- Join 2D shapes to make a 3D form.
- Join larger pieces of materials, exploring what gives 3D shapes stability.
- Shape card in different ways eg. rolling, folding and choose the best way to recreate a drawn idea.
- Identify and draw negative spaces.
- Plan a sculpture by drawing.
- Choose materials to scale up an idea.
- Create different joins in card eg. slot, tabs, wrapping.
- Add surface detail to a sculpture using colour or texture.
- Display sculpture.

- How different tools can be used to create different sculptural effects and add details and are suited for different purposes, eg. spoon, paper clips for soap, pliers for wire.

How to:

- Use their arm to draw 3D objects on a large scale.
- Sculpt soap from a drawn design.
- Smooth the surface of soap using water when carving.
- Join wire to make shapes by twisting and looping pieces together.
- Create a neat line in wire by cutting and twisting the end onto the main piece.
- Use a range of materials to make 3D artwork eg. manipulate light to make shadow sculpture, use recycled materials to make 3D artwork.
- Try out different ways to display a 3D piece and choose the most effective.

How to:

- Make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials.
- Try out ideas on a small scale to assess their effect.
- Use everyday objects to form a sculpture.
- Transform and manipulate ordinary objects into sculpture by wrapping, colouring, covering and joining them.
- Try out ideas for making a sculpture interactive.
- Plan an installation proposal, making choices about light, sound and display.

How to:

- Translate a 2D image into a 3D form.
- Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping).
- Manipulate cardboard to create different textures.
- Make a cardboard relief sculpture.
- Make visual notes to generate ideas for a final piece.
- Translate ideas into sculptural forms.

So that they can:

See skills progression [here](#)

Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.

Use hands and tools confidently to cut, shape and join materials for a purpose.

Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.

Use growing knowledge of different materials, combining media for effect.

Use more complex techniques to shape and join materials, such as carving and modelling wire.

Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.

Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.

Combine a wider range of media, eg photography and digital art effects.

Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.

Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.

Combine materials and techniques appropriately to fit with ideas.

Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.