

Previously, I have learnt...

In Year 1, I am learning...

In the future, I will learn...

My future...

* To use a range of materials, including natural and man-made to create a few collage

* The definition of the word collage and a variety of types of collage

* That a range of materials can be added to create a collage

* To create sculptures through modelling and casting

* To create collages with a purpose - such as, creating an animal face

• To express my ideas through collage

* To manipulate materials to make a sculpture with meaning

• How to tear and cut paper, and glue and stitch to attach materials

* How to cut, tear and attach different materials efficiently

* To roll, pinch, pull and squeeze clay to shape it

* To create holes, hollows and marks in the clay using named tools

Art Directors

Fine Artists

Fashion Designer

Floral Designers

Graphic Designer

Architect

Interior Designers

Jewellery Designer

Animator

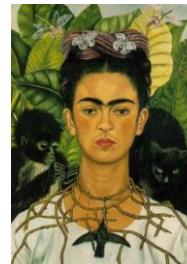
Relaxation

Hobby

collage
natural
man-made
purpose
stitch
attach
pleasing



collage
spacing
even
crowded
materials
tear
attach



pinch
squeeze
clay
roll
coil
hollow
smooth



Previously, I have learnt...

In Year 2, I am learning...

In the future, I will learn...

My future...

- * The definition of the word collage and a variety of types of collage

- * That a range of materials can be added to create a collage

- To express my ideas through collage

- * How to cut, tear and attach different materials efficiently

- * To create sculptures through modelling and casting

- * To manipulate materials to make a sculpture with meaning

- * How to work efficiently and effectively with clay using techniques to manipulate clay

- * To shape clay using my hands to create a product

- * To roll, pinch, pull and squeeze clay to shape it

- * To create holes, hollows and marks in the clay using named tools

- * To use a rolling pin and slab to smooth clay

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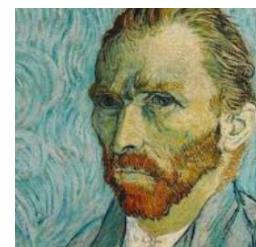
Jewellery Designer

Animator

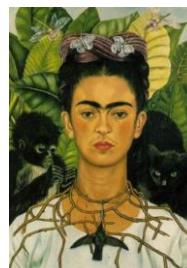
Relaxation

Hobby

collage
spacing
even
crowded
materials
tear
attach



manipulate
model
cast
modelling
casting
sculpture
Modroc



pinch
squeeze
clay
roll
pull
hollow
smooth



Previously, I have learnt...

In Year 3, I am learning...

In the future, I will learn...

My future...

* To create sculptures through modelling and casting

* How to work efficiently and effectively with clay using techniques to manipulate clay

* To sculpt with wire, creating models which show movement

* To manipulate materials to make a sculpture with meaning

* To shape clay using my hands to create a product

* To sculpt with clay with increasing ease, making a model close to my intended design

* To roll, pinch, pull and squeeze clay to shape it

- To roll balls, snakes and coil clay

* To create holes, hollows and marks in the clay using named tools

* To carve and subtract when working with clay

* To use a rolling pin and slab to smooth clay

- To add to clay

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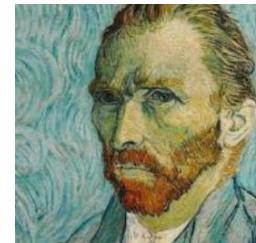
Jewellery Designer

Animator

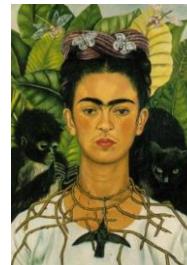
Relaxation

Hobby

manipulate
model
cast
modelling
casting
sculpture
Modroc



pinch
squeeze
clay
roll
pull
hollow
smooth



sculpt
mouldable
wire
wrapping
joining
hollowing
bending





Previously, I have learnt...

In Year 4, I am learning...

In the future, I will learn...

My future...

* How to work efficiently and effectively with clay using techniques to manipulate clay

* To shape clay using my hands to create a product

* To roll, pinch, pull and squeeze clay to shape it

* To create holes, hollows and marks in the clay using named tools

* To use a rolling pin and slab to smooth clay

* To sculpt with wire, creating models which show movement

* To sculpt with clay with increasing ease, making a model close to my intended design

* To roll balls, snakes and coil clay

* To carve and subtract when working with clay

• To add to clay

* To manipulate materials, with ease, to create a complex structure

* To use a range of techniques to model, sculpt and cast to create a sculpture representing my initial plan

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Architect

Interior Designers

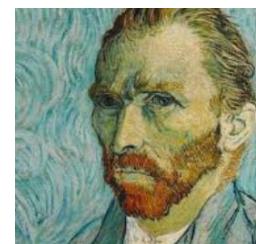
Jewellery Designer

Animator

Relaxation

Hobby

pinch
squeeze
clay
roll
pull
hollow
smooth



sculpt
mouldable
wire
wrapping
joining
hollowing
bending



manipulate
materials
structure
techniques
Modroc
cast
casting





Previously, I have learnt...

In Year 5, I am learning...

In the future, I will learn...

My future...

* To sculpt with wire, creating models which show movement

* To sculpt with clay with increasing ease, making a model close to my intended design

* To roll balls, snakes and coil clay

* To carve and subtract when working with clay

• To add to clay

* To manipulate materials, with ease, to create a complex structure

* To sculpt clay with ease, creating complex and intricate structures

* To use a range of techniques to model, sculpt and cast to create a sculpture representing my initial plan

* To carve intricate designs when sculpting clay

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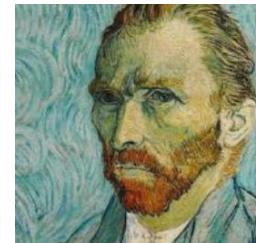
Jewellery Designer

Animator

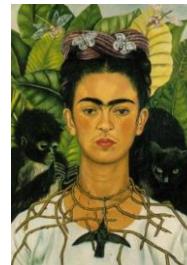
Relaxation

Hobby

sculpt
mouldable
wire
wrapping
joining
hollowing
bending



manipulate
materials
structure
techniques
Modroc
cast
casting



intricate
complex
carve
carving
designs
complexities



Previously, I have learnt...

In Year 6, I am learning...

In the future, I will learn...

My future...

* To manipulate materials, with ease, to create a complex structure

* To independently sculpt clay with ease, creating complex and intricate structures

* To become proficient in working with a wide range of media when creating 3D art

* To use a range of techniques to model, sculpt and cast to create a sculpture representing my initial plan

* To use a range of tools to model, sculpt and construct, independently chosen

* To carve intricate designs when sculpting clay

* To choose tools based on effects created by different tools

* To become proficient in using a variety of tools for specific effects

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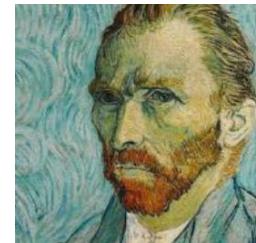
Jewellery Designer

Animator

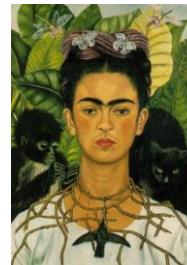
Relaxation

Hobby

manipulate
materials
structure
techniques
Modroc
cast
casting



intricate
complex
carve
carving
designs
complexities



form
base
pedestal
column
balance
proportion
mass

