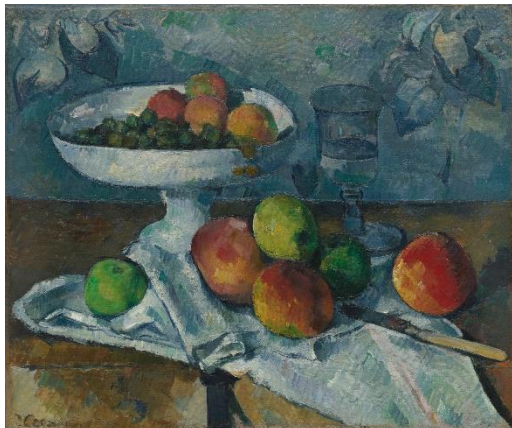


Key Learning

1. To research the artists Renoir and Paul Cézanne.
2. Experiment with ways in which surface detail can be added to drawings.
3. Experiment with different grades of pencil and show an awareness of objects having a third dimension.
4. Create different effects and textures using paint, mixing primary colours to make secondary colours.
5. Explore how to join clay and how to create textures of skins.
6. Create sculptures of halved fruits and vegetables.
7. Evaluate our work.



Art and Design – Y4

Still life into 3D structure



Key vocabulary

Score

Slip

Three dimensional

Carve

Primary colours

Secondary colours



Joining Clay

Mark where the pieces are to be joined to each other.

Use a fork, pin tool, knife, or other sharp tool, to score grooves into the clay. Cross-hatch the grooves and make them deeper than just very light surface scratches.

Spread slip over the scored areas using a knife, a brush, your finger, etc. Make sure to fill in all the grooves so you create no air pockets. After both pieces are slipped and scored, you might wish to let them sit a moment or two until the wet sheen of the slip dulls down. This will make them more sticky and less slippery when you push things together.

When you're ready, firmly press the pieces together.

For the insides of slab vessels, when the joins are firm, it can be a nice touch to roll a thin coil of clay and press it into the inside corners of the joins to make them more attractive and to help them stay together.