

Key learning

- Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.
- Use tools to carve and add shapes, texture and pattern.
- Combine visual and tactile qualities.
- Use frameworks (such as wire or moulds) to provide stability and form.

Key Focus

To combine the principal techniques of sculpting (modelling, casting, carving, constructing, and assembling) to create a design which occupies space or has the illusion of being 3 dimensional.



Key vocabulary

Sculpture -Sculpture is a type of visual art that operates in three dimensions (unlike 2-D paintings).

Abstract- art that **does** not attempt to represent an accurate depiction of a visual reality but instead use shapes, colours, forms and gestural marks to achieve its effect.

Environmental art- One of the main characteristics of **environmental art** is that is usually created for one particular place, cannot be moved, and obviously cannot be exhibited in museums or galleries.

Installation-An **art installation** is a three-dimensional visual **artwork**, often created for a specific place (in situ) and designed to change the perception of space

Dimension-Three-dimensional media occupies space defined through the **dimensions** of height, width and depth. It includes sculpture, installation and performance **art**, craft and product design.

Key questions

- Can I show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations?
- Can I use tools to carve and add shapes, texture and pattern?
- Can I combine visual and tactile qualities?
- Can I use frameworks (such as wire or moulds) to provide stability and form?

