**Topic: Faces and Portraits - Clay**

**HTCS Curriculum Intent**

**Creativity**

**Subject: Art Year: 9 Half term: Spring 2**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **I can….** | **R** | **A** | **G** | **To improve I will…** |
| Create a structure from clay using one of the hand building techniques |  |  |  | Use the clay with control and precision to create an even an accurate structure |
| Join clay successfully using the score and slip method |  |  |  | Ensure that there are no gaps between the 2 surfaces joined to avoid trapping air in between layers |
| Use the tools to create a range of surfaces and textures in the clay |  |  |  | Practice creating different marks and experiment with different shaped tools |
| Model the clay with precision and accuracy |  |  |  | Finish off my clay when the clay is leather state so that the finished quality is more skilful and controlled |
| Create interest by including piercing and carving to create different thicknesses in the clay |  |  |  | Create more variation and relief in my sculpture |
| Create a balanced and successful composition with contrast and variation |  |  |  | Consider the sculpture from 360 degrees so that all angles/views of the sculpture are successful |

|  |  |  |  |
| --- | --- | --- | --- |
| **Lesson** | **Learning Focus** | **Skill** | **Key Words** |
| 1 | Basic Hand Building Techniques | Health and Safety knowledge  3D hand-building techniques with clay | Pinch pot, coiling, slab rolling, fettling knife, modelling tools, ceramics, kiln, biscuit firing, slip, score and slip, wedging |
| 2 | Initial designs for clay based on studies of portraits by the work of other artists. | Drawing skills, developing ideas, | Composition, cuboid, cylinder, |
| 3-4 | Starting claywork – structure | Hand building skills with clay to create a structure | Pinch pot, coiling, slab rolling, fettling knife, modelling tools, slip, score and slip, wedging |
| 5 | Adding and joining clay. Scultpural shapes | 3d building and modelling techniques with clay | Composition, technique, score and slip |
| 6 | Texture and surface | Modelling skills, visual language, manipulation of tools and materials | Constract and variation, piercing, carving, relief work |