

ART -

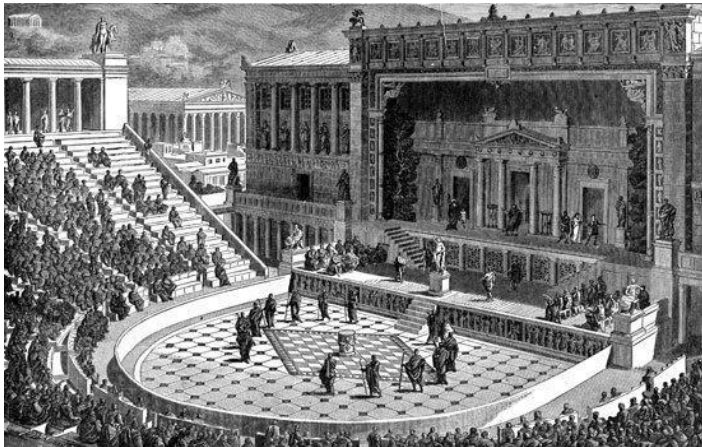
ART -



SCULPTURE

-

Ancient



Key skills:

- . Use equipment and media with confidence, safety and in an organised way.
- . Plan, collect and develop ideas.
- . Use recycled, natural and manmade materials to create sculptures, confidently and successfully joining.
- . Develop skill in applying modroc to a framework or over other constructed foundations.
- . Construct a simple base for extending and modelling other shapes.
- . Join two parts of a sculpture successfully.
- . Produce and decorate models

Vocabulary

Shading	Colouring lighter or darker areas to create depth.
Hatching	Shading effect using parallel lines. Lines drawn at angles= crosshatching.
Blending	Softening lines between colours
Tonal contrast	Using dark to light of a colour.
Form	Creating 3D using drawing techniques
Texture	Surface quality- properties
Sculpture	3D art- by a sculptor
Materials	What something is made of
Modelling	Activity of making 3D objects
Layering	Placing materials on top of one another for effect or purpose
Malleable	A material that can be shaped
Modroc	Plaster of Paris bandage rolls- can be used for modelling.

The Eagle Behind the Mask- 4 artists who make masks.

Galileo Salpegas- he uses discarded materials for his masks using influences from traditional masks of Spain.

Reynald Besame- also from Spain he uses oil containers decorated with discarded objects to link modern culture with traditional mask forms.

Josef Brva- he uses recycled cardboard- he wants people to feel transformed.

Berjan Fee- influenced by textiles he works with brightly coloured yarns to make interesting shapes on his masks.



St Margaret's
Academy

Greek Theatre Masks

