



**Pathway
2-3**

**Year '10.2' Art &
Design**

**Term 2 Spring half Term to end of
Summer Term**

Learning Intention: Title: 'Hard & Soft Sculpture'-Pop Art, photography & Packaging Design

The intention of this SoW is to develop pupils' knowledge of 3D making skills/processes and improve their ability to manipulate 3D materials. Inspired by Claes Oldenburg's Hard and Soft 'Pop Art' sculptures, pupils explore paper and clay making skills. They improve their attention to detail through observational tonal painting, inspired by the pastel paintings of Wayne Theibaud. They apply knowledge of practical maths and product design by creating packaging graphics inspired by Graphic designer Jon Burgerman. The Computer generated print is then designed as a template in order to make a package for their main sculptures. This unit develops their life skills through applying a range of gross and fine motor focused techniques and also develops pupils' ability to associate Art and Design with Arts career paths.

For those who will later go on to GCSE Art and Design in the 6th form, it mirrors a process based project to help them develop the understanding of: applying taught processes, observing shape, scale and tone through photography and painting studies to create a final outcome.

Key knowledge that should
be learned during this SoW

All

Most

Some

Concept:	Starting to: <ul style="list-style-type: none">● Develop understanding of how Pop Art Hard and Soft sculptures can be used to inspire Sculpture shapes, materials and ideas● To experience working in two different Art styles, as a sculptor and a packaging designer	Improving the ability to: <ul style="list-style-type: none">● Develop understanding and interest in how Pop Art Hard and Soft sculptures can be used to inspire Sculpture layering and joining of materials● Develop understanding of some elements of working in two different Art styles, as a sculptor and a packaging designer	Exploring the ability to: <ul style="list-style-type: none">● Competently further personal interest in how Pop Art Hard and Soft sculpture style and processes can inspire a range of sculpture techniques such as, shaping, scale, layering, observational recording.● Competently explore with personal interest sculptors and packaging designers different work styles
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Knowledge:

Develop understanding of aspects the following Knowledge:

- **Develop basic knowledge of how tone can be applied on 3D work**
- **improve understanding of how to to evaluate and refine 3D work**
- **Develop knowledge of Artists especially the Pop Art style**

Develop a competent understanding of a range of the following Knowledge:

- **Improve understanding of how tone can be layered and applied on 3D work**
- **Increase knowledge on how to to evaluate and refine 3D work giving examples of more than one tool or methods**
- **Improve knowledge of specific concepts/processes drawn from Artists work**

Develop a confident understanding of a range of the following Knowledge:

- **Understand how tone can be layered and applied on 3D work observing subtle textural differences**
- **Increase knowledge on how to to evaluate and refine 3D work giving examples of a range of tool or methods**
- **Show knowledge of confident linking between Artists work and their style,**

Key Skills:

Develop ability to interact with or use a range of the following skills with support:

- Try new ideas with, shape and colour skills in 2D and 3D making
- Use a range of media, ICT, 2D and 3D designing skills to record observations with some ability to show form and shape
- Practise using tools and actions related to everyday life skills, Such as cutting, slicing and layering food. Holding and using equipment correctly.
- Research Tone and Mixing skills starting to add different shades and colours
- Improve 3D basic practical maths skills
- Improve ability to refine 3D work applying some tonal detailing

Develop a competent ability to use a range of the following skills with some support:

- Experiment with shape and tone skills in 2D and 3D making
- Use a range of media, ICT, 2D and 3D designing skills to record observations with competency
- Practise using tools and actions related to everyday life skills, Such as cutting, slicing and layering food. Develop more range in movement and greater intent.
- Research Tone and Blending/mixing skills adding different shades and colours tones
- Experiment with 3D

Develop a confident ability to use a range of the following skills independently:

- Experiment confidently with shape and skills in 2D and 3D
- Use a range of media, ICT, 2D and 3D designing skills to record observations with increased rigour
- Develop technical making skills and fine motor skills developing improved precision in a range of actions. Develop new techniques
- Research Tone Blending/mixing skills adding greater detail and shadow effects
- Explore 3D making using maths skills with accuracy

	<p>skills</p>	<p>making using maths skills</p> <ul style="list-style-type: none"> ● Improve ability to refine 3D work applying tonal detailing skills 	<ul style="list-style-type: none"> ● Enhance ability to refine 3D work applying tonal detailing skills
<p>Language and/or communication skills:</p>	<p>To start to use subject related language with some accuracy:</p> <p>Colour: Lightest Darkest Mixing</p> <p>Shape: 3D Sphere, Cube, Cuboide</p> <p>Skill: Colour, Shape, Roll, Press, Cut, Pinch Mix</p> <p>Materials: Hard, Soft, Clay Playdough, paper sculptures</p> <p>Artist: Pop Art</p>	<p>To use subject related language with increased regularity and accuracy:</p> <p>Colour: Tone Shade Blending</p> <p>Shape: largest smallest</p> <p>Skill: Refine Blend Observation, join</p> <p>Materials: Watercolour Paint</p> <p>Artist: Claes Oldenberg</p>	<p>To explore subject related language with confidence and fluency:</p> <p>Colour: shadow Tone</p> <p>Shape: Scale</p> <p>Skill: Model Layer attach</p> <p>Materials: Acrylic Paint</p> <p>Artist: Wayne Thiebaud</p>
<p>Curricular Links</p>	<p>SMSC/PSHCE- personal development linked to healthy food choices influence of marketing in packaging, cultural research into other art styles and movements.</p> <p>Understanding materials taught -Science and Design technology.</p> <p>Literacy- Keyword exercises, word games, word frames, vocabulary quizzes. Art descriptions .</p> <p>IT- Predominantly Making 3D packaging</p> <p>Numeracy -Size/Scale/Using a ruler, technical drawing skills</p>		

Spiral learning links

Year 11.1 Art & Design 'Exploring 2D & 3D design- Pop Art Design

Year 10.1 Art & Design 'Characters & Places' Watercolour painting Techniques-Van Gogh

Year 9 Art & Drama 'Victims Villains and Superheroes- Pop Art/Comic Art

Year 8 Art & Drama 'Puppets, Props & Stunts'- Making 3D Props/Puppets

Year 7 Art & Drama ' Tell me a Wild Story' -food related stories

Talking points

Pupils should be encouraged to develop their photography and observational skills looking at the world around them and visit sculpture parks and galleries to experience the true size and scale of sculptures.

Discuss the enjoyment of changing the size of something: for example Claes Oldenburg's sculptures are of very large food or household objects, why does this make it more interesting? What if the sculpture was tiny would you feel differently about it?

They would also benefit from discussing the influence packaging design might have on shopping habits

Useful Links

Claus Oldenburg

<https://www.britannica.com/biography/Claes-Oldenburg>

Wayne Thiebaud

<https://achievement.org/achiever/wayne-thiebaud/>

Jon Burgerman

<https://www.famousgraphicdesigners.org/jon-burgerman>

Implementation

Key Elements: Developing a sustained project concluding in a Final Piece. **Inspired by the Pop,Art movement & 2D/3D commercial/ professional Artists processes, developing knowledge/skills for Clay sculpting, tonal painting, Packaging Design and Photography.**

Key Elements:

- Gaining Knowledge of Oldenburg Soft and Hard Pop Art Sculptures
- Comparing Wayne Thiebaud and Claes Oldenburg Pop Art painting and sculptures
- Observation skills -Thiebaud style observational painting & Photography research-Packaging Design. Understanding marketing strategies for less healthy food choices
- Exploring the style of Jon Burgerman to aid Design for 3D Packaging
- Developing practical maths skills (making 3D shapes, using a ruler, understanding scale -through proportions when making and scale photography)

Learning Through Building on knowledge of project development:. Developing knowledge of Artists and artist techniques can influence sculpture and packaging design ideas/ skills

- Unit 2a focuses on the soft and Hard sculptures by Claes Oldenburg and developing soft paper and hard clay sculptures in response to his Pop Movement style
 - Unit 2b explores paint tone application skills, blending mixing lighter and darker tones in response to the commercial Art of Wayne Thiebaud
 - Unit 2c concludes the project with improving maths and photography research skills, developing packaging design in response to the Graphic Design Art of Jon Burgerman
 - Scaffolded work to support pupils learning needs and extension work provided by the Teacher
- Assessment: 2 Assessments: Pupils are assessed on their ability to assess their own meeting of a checklist criteria to develop independence
A Keyword and visual assessment to check pupils understanding and ability to identify images linked to the main keywords

Impact

Core Outcomes:

1. Clay Sculpture-Shapes and Cutting-inspired by Oldenburg
2. Clay sculptures Layering and joining clay and painted using acrylic primer and tones
3. Self Assessment Clay task checklist
4. Watercolour 3D Observational paintings in the style of Wayne Thiebaud
5. Photographic Research images on location 3-4 minimum
6. 1x 3D package Design for sculpture inspired by Jon Burgerman
7. Key word Assessment for main project words.

- Career Links-Pupils practice sculpture and packaging design making processes as though they were professional Artists/ Designers following a commission, developing understanding of how to complete and plan a project.
- Career links- Pupils gain experience of process based practise inspired by a range of professional, commercial and graphic design Artists
- Career Links-Pupils improve understanding on how the packaging industry works, how boxes are made.
- Life skills-Pupils develop independent life skills becoming more able to manipulate tools and materials using fine and gross motor skills. They develop their ability to research and explore ideas, helping them become more resourceful in finding information they need.
- Life skills- They learn about the impact of package design on consumers' sales and are encouraged to reflect on the influence packaging design may have on their food choices.