

ART · Y3-Y6

Sculpture & 3D Art

Knowledge Organiser — KS2 Art

Key vocabulary

1

Sculpture

Three-dimensional artwork. You can walk around it and see it from all sides.

2

Additive sculpture

Adding material to build up a shape — like clay or papier-mâché.

3

Subtractive sculpture

Taking material AWAY to reveal a shape — like carving stone or wood.

4

Casting

Pouring liquid material (like plaster or bronze) into a mould.

5

Assemblage

Sculpture made by joining lots of found objects together.

6

Maquette

A small model used to plan a bigger sculpture.

7

Armature

A skeleton (often wire) that supports a clay sculpture from inside.

8

Texture

How a sculpture's surface feels — smooth, rough, bumpy, soft.



9

Form

The 3D shape of a sculpture — like form versus shape (which is 2D).

Materials sculptors use

And how each works

- CLAY — soft, easy to shape. Can be air-dried or fired in a kiln.
- STONE — carved with chisels. Permanent. Used in ancient sculpture.
- WOOD — carved with knives or chisels. Light, warm, easy to shape.
- BRONZE — molten metal poured into a mould. Most expensive, most permanent.
- PAPIER-MÂCHÉ — paper and glue. Cheap, light, great for primary classrooms.
- WIRE — bent and twisted. Often used as armature.
- FOUND OBJECTS — recycled materials, junk, plastic, fabric — for assemblage.
- MODERN MATERIALS — concrete, steel, plastic, even ICE.

Famous sculptors and works

Past and present

- MICHELANGELO (Italian, 1475-1564) — 'David,' 'Pietà.' Marble.
- AUGUSTE RODIN (French, 1840-1917) — 'The Thinker,' 'The Kiss.' Bronze.
- BARBARA HEPWORTH (British, 1903-1975) — abstract holes-through-stone.
- HENRY MOORE (British, 1898-1986) — large bronze figures lying down.
- ALEXANDER CALDER (American, 1898-1976) — invented the MOBILE (hanging moving sculptures).
- ANTONY GORMLEY (British, born 1950) — 'Angel of the North,' iron figures of himself.
- ANISH KAPOOR (British-Indian, born 1954) — 'Cloud Gate' (Chicago bean), highly polished surfaces.



- RACHEL WHITEREAD (British, born 1963) — casts the SPACES around objects, not the objects.

your own sculpture

What to think about

- PURPOSE: what's it for? Decorative? Telling a story? Provoking a feeling?
- VIEWPOINT: people will see it from ALL sides — design every angle.
- SCALE: how big? Will it fit in the space?
- MATERIAL: what's available? What suits the project?
- STRUCTURE: will it stand up? Heavy parts at the bottom.
- SURFACE: smooth, rough, painted, polished?
- Always make a small MAQUETTE first if the final piece will be big.
- Test stability often — a wobbly sculpture is a falling sculpture.

