

# Knowledge Organiser - Year 1 Art: 4. 3D Modelling

**Key Question:** How can I join different materials together to create 3D models?

## Key Vocabulary

<b>clay</b>	A natural material dug out from the ground. A type of fine-grained natural soil material that contains clay minerals that develop plasticity when wet.
<b>clay tool</b>	A wooden or metal object used to smooth, shape or add texture to wet or leather hard clay.
<b>clay board</b>	A piece of wood or other material that you use as a base to do clay work on.
<b>3D modelling</b>	3D means three-dimensional. In art it is creating a piece of art work that has length, width and depth. It is not a flat piece of art but it has volume, like a 3D shape.
<b>components</b>	Parts or pieces that make something.
<b>background</b>	The part of a picture that shows what is behind the main object or objects in the foreground (at the front).



## Considering our impact on the environment

### Did you know?

Plastic waste. Plastic is an amazing material. The problem is that many things made with plastic are only used once and they take more than 400 years to break down and can cause damage to creatures great and small when left around.

Glitter. Glitter is fun to use but it is so tiny that it gets into the sea where fish and other creatures eat it by mistake, making them sick.

## Clay Techniques

<b>Pinching Techniques</b>	Pinch clay out between thumb and fingers but keep the clay thick enough—not too thin so that it breaks. You can also pinch and twist clay off to use for other pieces.
<b>Coil techniques</b>	Create rolls of clay and wind them into a coil. Moisten and add the next coil on the top. Merge the clay together using fingers or a clay tool.
<b>Slab techniques</b>	Use a flat, thick clay surface as a base to add texture by using clay tools or add on shaped pieces of clay (using joining techniques) to create your design.
<b>Joining Techniques:</b> 1. scratch, 2. moisten, 3. merge, 4. seal.	To make sure that the pieces you want to join stay together: 1. Score (scratch) into both surfaces you are joining to using a clay tool or old toothbrush. 2. Moisten the base you are joining to by applying a little water (or slip: a liquid mixture of clay and water). 3. Merge by adding on the piece you are joining and pressing down gently. 4. Seal the edges down.
<b>Smooth out cracks</b>	Smooth out cracks in the clay using your fingers or a clay tool. This stops it from cracking and breaking when it dries.
<b>Use tools for clay</b>	Score into the clay using tools to decorate the surface or create patterns.

## Techniques for 3D modelling using

<b>Joining techniques</b>	Develop skills to connect components together using: 1. tape 2. wire twists 3. string 4. glue ◇ You could make holes using a hole punch. ◇ Be careful using scissors on plastic as they can skid.
<b>Consider choice of components</b>	Use your observation skills to look at images of what you are trying to make and think about its shape, form and line.
<b>Consider what background you could create for your art work.</b>	What colours are appropriate? What features would be seen? What textures could you show? How? What materials could you use using techniques you have learnt so far such as sponge painting, printing or collage?

