

Year 2: Be an Architect & Clay modelling

Key Concepts:

- That architects design buildings and other structures which relate to our bodies and which enhance our environment.
- That architects take inspiration from the environment their building will exist in, and from the people they will serve, to design exciting structures.
- That we can use drawing as a way to help us process and understand other people's work.
- That we can use digital tools such as drones and film to inspire us.
- That we can use our imaginations to make architectural models to explore how we might design buildings relating to a particular need or stimulus.
- That we can use "Design Through Making" (some call it Make First) as a way to connect our imagination, hands and materials.



This pathway gives pupils the opportunity to explore architecture. We start with an exploration of architects and some of the ways they work, and pupils then go on to create their own architectural model.

Themes:

Habitat, Community, Culture, Purpose

Medium:

Air drying clay, assorted papers and cardboard

Artists:

Hundertwasser



Key Vocabulary: rolling, pinching, pulling, inlay, slipping, scoring, architect, clay, terracotta, air-drying, moisture, even thickness

Key Skills:

Rolling clay to an even thickness.

Making coils and apply these as surface decoration.

Listening and responding to a story as a starting point for 3D work.

Learning the process of inlaying clay of different colours into a slab.

Making forms from small pieces of clay and apply these as surface decoration.

Learning how to use scoring and slipping to join pieces of wet clay

Making 'vegetables' in response to the story by rolling, pinching and pulling coloured clays.