

Topic: Sculpture	Year group	Term
Alexander Calder Exploring 3D forms	Year 5	Summer 6 sessions

Background knowledge

Alexander Calder (July 22, 1898 - November 11, 1976) was an American sculptor who is best known for his innovative mobiles (kinetic sculptures powered by motors or air currents) that embrace chance in their aesthetic and his monumental public sculptures.

Although primarily known for his sculpture, Calder also created paintings and prints, miniatures (such as his famous Cirque Calder), theatre set design, jewellery design, tapestries and rugs, and political posters.

What should I already know?

- I am beginning to sculpt clay and other mouldable materials to make an end product.

National Curriculum Objectives / Key Skills	The Journey
<u>Subject Intent</u> Have a knowledge of a range of artists, styles and movements Experience a wide range of materials and mediums to develop skills and techniques Develop curiosity and their own style <u>NC objectives</u> <u>To create sketch books to record their observations and use them to review and revisit ideas</u> <u>To improve their mastery of art and design techniques using sculpture with a range of materials.</u> <u>Key Skills</u> - I can experiment with and combine materials and processes to design and make 3D form.	1. Research the work of Calder 2. Explore materials we could use and how their properties make them right for the project. Eg consider recycled materials. Investigate how to balance a mobile. 3. Use your sketchbook to show your initial ideas. 4. Develop your ideas and decide upon your final design and the materials you will use. 5. Create your final piece 6. Evaluate your final piece

Outcomes

Working towards: I can create a mobile using ideas I've seen and can discuss what I like and dislike about it.

Expected: I can design, create and evaluate a mobile in the style of Calder

Exceeding: I can develop my ideas using a sketchbook in order to make a mobile in the style of Calder and can suggest ways of improving my final piece.

Key Vocabulary	Timeline / Diagrams
Form - the shape of something. Kinetic - has moving parts Mobile - a work of art that is hung from above. Public - people Sculpture - a 3D piece of art. Evaluate - to consider how you can change or improve something. Innovative - advance and original.	 

Key people / places

Richard Calder
America

Assessment questions / outcomes

What was Richard Calder well known for.

What do you like/dislike about his work?

What kind of design are you going to make?

How can you improve that?

Can you make your mobile kinetic?

Have you followed your design?

Has your design changed?

Does your work look like Calder's work?