

form



pose /  
position



gesture /  
action



proportion



dynamic



motion



# Motion Figures



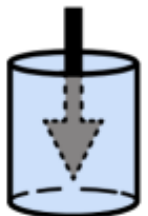
mould



sketch



figurative



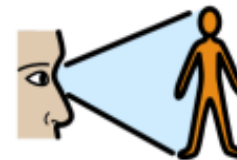
hollow



armature



profile







viewpoint



sculpture

# Y6 Art/D&T – Motion Figures: Y6 Topic Vocabulary Mat

Subject Specific Vocabulary		Relevant Pictures		Exciting Books/Websites
figurative	Representing forms that are recognisably derived from life.			  <div data-bbox="2013 341 2163 509"><a href="#">Ancient Greek Art</a></div>
pose / position	The particular way in which someone or something is placed or arranged.			
dynamic	Moving or in motion. Postures can be dynamic as opposed to static (standing, sitting or lying still).			
form	The visible shape or configuration of something.			
gesture	A movement of part of the body, especially a hand or the head, to express an idea or meaning.			
mould	To form an object out of malleable material.	<b>What I've learnt already</b>		
armature	An open framework on which a sculpture is moulded with clay or similar material.	<b>Art - Y4:</b> <ul style="list-style-type: none"><li>• Viking figureheads were stylised and the subject was represented in a particular style to emphasise certain features and aspects.</li><li>• A range of images and examples can be used to inform a new design, which can develop and be refined over time.</li></ul>	<b>DT - Y5</b> (Bridge Making): <ul style="list-style-type: none"><li>• I know ways to strengthen a material or structure with available materials</li><li>• Prototypes can support the design process overall.</li></ul>	<b>Other information</b>  <p><b>Myron</b> was a famous Greek sculptor from the mid-5th century BC. He was well-known for sculptures of athletes. His work “The Discobolus” is considered a masterpiece of ancient Greece and a symbolic image of the Olympics.</p>
profile	A side view.	<b>Y3</b> (Still Human Form): <ul style="list-style-type: none"><li>• I have gained knowledge and awareness of human body proportions and used this to develop an accurate representation of the body through sketchbook drawings.</li><li>• I know (through observation) where shadows fall on a 3D form and have used this to develop techniques for representing 3D forms with 2D sketches and drawings.</li></ul>	<b>Y3</b> (Shell Structures): <ul style="list-style-type: none"><li>• I have used my understanding of how the shape of a structure can influence its strength and how my own structure can be strengthened by internal support and exterior reinforcement.</li><li>• I know how to use and manipulate materials in order to create a structure.</li></ul>	
proportion	How the sizes of different parts of a piece of art or design relate to each other. Proportion is important for creating accurate representations.	<b>Key Knowledge</b> <ul style="list-style-type: none"><li>• How to use a wide range of tools and equipment (e.g. hammer, pliers).</li><li>• How to hold and strike a hammer in smooth and rhythmical motion.</li><li>• Understand the value of and how to sketch and make a prototype.</li><li>• How to create a complex supported by an internal framework (armature).</li><li>• How to hold and operate pliers correctly by using the correct grip to shape and form a material.</li><li>• Know how to form different shapes using wire to create a sculpture of the human body in motion.</li><li>• How to evaluate a process and an outcome.</li></ul>		
viewpoint	The position from which a sculpture is viewed. For example: eye level, from a low viewpoint (looking up) or a high viewpoint (looking down).			