Sculpture Progression – Morley Primary School

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KS1 Use a range of materials creatively to design and make products. **KS2 Improve their mastery of art and design techniques, including sculpture with a range of materials.**	Explore a range of malleable materials to make models or pictures using – playdough, plasticine, clay, salt dough, cooking materials. Selects tools and techniques needed to shape, assemble and join materials they are using. Create simple representations of events, people and objects. Experiment with 3D junk modelling.	Use a variety of natural, recycled and manufactured materials for sculpting. Use a variety of techniques e.g., rolling, cutting, kneading and pinching. Use a variety of shapes, including lines and texture. Change the surface of a malleable material. Replicate patterns and textures in 3D form. Manipulate malleable materials for a purpose. Understand the safety and basic care of materials and tools. Use the rolling, slip, score and coil techniques with clay modelling.		Plan, design and make models from observation. Cut, make and combine shapes to create recognisable forms. Use clay and other malleable materials and practise joining techniques. Add layers to the sculpture to create detail. Apply a smooth surface to a sculptural form. Transform a 2D drawing into a 3D form. Discuss their own work and work of other sculptors.		Plan, design and make sculptures from observation or imagination through preparatory work. Use tools and materials to carve, add shape, add texture and pattern. Develop cutting and joining skills e.g., using wire, coils, slabs and slips. Use materials other than clay to create a 3D sculpture e.g., Modroc. Create models on a range of scales. Discuss and evaluate their own work and work of other sculptors. Show life-like qualities and real-life proportions.	
Vocabulary	Roll, mould, model.	Design, sculpture, statue, model, work, 3D, sculptor, carve, knead roll, pinch, shape, materials, shape, texture, slab, slip, coil, score.		Assemble, construct, manipulate, join, mould, 2D, layers		Form, structure, tactile, visual, mod roc, proportion, evaluate	