

**Week 16: 6.7.20: Learning Project - Sculpture**

**Age Range: Year 1**

Weekly Reading Tasks	Weekly Phonics Tasks
<p><b>Monday-</b> Listen to '<a href="#">Outdoor Art</a>' on Oxford Owl. Discuss the artist Antony Gormley's work on pages 8 - 11. How does his artwork make you feel?</p> 	<p><b>Monday-</b> Play this <a href="#">plural game</a>.</p>
<p><b>Tuesday-</b> Listen to the story '<a href="#">The Rainbow Fish</a>.' Discuss how the different characters were feeling and why.</p>	<p><b>Tuesday-</b> Play a game using the sound: <b>ure</b>. Find things around the house that have the 'ure, sure it's pure' sound. For example: sculpture, mixture,</p>
<p><b>Wednesday-</b> Provide your child with a bag and collect items to go in it that relate to a well known story. If they can't find an item, they could draw a picture instead. Use the objects in the story bag to retell the familiar story.</p>	<p><b>Wednesday-</b> Spell words using your phonic sounds using this fun online game <a href="#">Forest Phonics</a>.</p>
<p><b>Thursday-</b> Make some masks for the characters in the story, 'The Rainbow Fish'. Perform the story using the masks to members of your family.</p>	<p><b>Thursday-</b> Add suffixes playing <a href="#">this game</a>.</p>
<p><b>Friday-</b> Listen to '<a href="#">Cat's painting</a>' on Oxford Owl. Share the story with a family member at home or on Facetime, with adult supervision.</p>	<p><b>Friday-</b> Use these KS1 words in sentences about sculpture: <b>emotions, formed, clay, playdough, dry, roll, shape, press</b> and <b>figure</b>.</p>
Weekly Writing Tasks	Weekly Maths Tasks- 3D shapes
<p><b>Monday-</b> Listen to <a href="#">Outdoor Art</a> pages 8 - 11. Write a list, using bullet points, on key facts about the artist Antony Gormley.</p>	<p><b>Monday-</b> Work on <a href="#">Numbots</a> - your child will have an individual login to access this.</p>
<p><b>Tuesday-</b> Listen to the story <a href="#">The Rainbow Fish</a> again. Write down the different feelings the characters felt.</p>	<p><b>Tuesday</b> - Identify shapes and finish the patterns in this online <a href="#">game</a>. Can any of these shapes be found around the house? How many of each shape can be found?</p>
<p><b>Wednesday-</b> Write about your experience of making playdough. What worked well? What was difficult? How did you overcome this? What would you do differently next time?</p>	<p><b>Wednesday-</b> Explore <a href="#">3D shapes</a> and complete the quiz.</p>

**Thursday-** Write instructions to a family member on how to make their own playdough. Don't forget your numbered steps and list of ingredients.

**Thursday -** Name a 3D shape (cube, sphere, cuboid, pyramid, cylinder, etc) and get your child to make it using their playdough.

**Friday-** Write a letter to Antony Gormley explaining how he inspired you with creating your artwork. What is similar with your work? How did you make yours different?

**Friday-** Go on a 3D shape hunt around your house or during your daily walk. Name the shapes you see and count the vertices, faces and edges each shape has.

Always check the Google classroom daily, for different activities and games.



Spell these words: **to, me, go, cube, make, I've, twist, roll, same, feeling.**

### Learning Project - to be done throughout the week

The project this week aims to provide opportunities for your child to learn more about sculpture. Learning may focus on exploring and discussing Antony Gormley's work, how artists express their feelings and emotions through their work, designing their own models, and expressing their own feelings through moulding and creating their sculptures.

- **Making playdough!** - Use the [recipe](#) to make homemade playdough.
- **Clay Models-** Follow the steps from Antony Gormley on 'Clay models' using your playdough (see below). Make a few different models. Take a picture of your models and share on our Google classroom.
- **Design your sculpture -** Look at examples of Antony Gormley's [artwork](#). Using this as inspiration, design your own sculpture, labelling different features, shapes and details.
- **Sculptures & feelings -** Antony Gormley uses the human body to express feelings and emotions because he wants the viewer to look at the human body in different ways. Look at your list of feelings you wrote from the story 'The Rainbow Fish'. Choose a feeling and make another model, using your playdough, which expresses that feeling. Think about the shape, features, size, design, etc. Make as many different feeling sculptures as you like. Take a picture and share them on our Google classroom.



### STEM Learning Opportunities #sciencefromhome

#### **Stunning sculptures**

- Use playdough to create a human sculpture expressing how you are feeling. Show your family and see if they can figure out how you're feeling.
- What shape and features show a shocked emotion?
- Don't forget to keep your playdough wrapped up in a plastic bag!



## Additional learning resources parents may wish to engage with

- [White Rose Maths](#) online maths lessons. Watch a lesson video and complete the worksheet (can be downloaded and completed digitally).
- [Numbots](#). Your child can access this programme with their school login.
- IXL- Click here for [Year 1](#). There are interactive games to play and guides for parents.
- [Mastery Mathematics Learning Packs](#) Learning packs with different activities and lessons. Includes notes on how to do these activities with your children.
- [Y1 Talk for Writing Home-school Booklets](#) are an excellent resource to support your child's speaking and listening, reading and writing skills.

The Learning Projects are based on the **National Curriculum expectations** for the key stage which your child is in. It may be that your child finds the tasks set within the Learning Project for their year group too simple. If this is the case, then we suggest that your child accesses the Learning Projects which are set for the key stage above. Equally, if the projects are too challenging, then we advise that your child accesses the projects for the key stage below.

If your child requires more of a challenge, or you believe that there are some gaps in their learning then [Century Tech](#) is a fantastic resource that is currently free for home learning. The app is designed to address gaps and misconceptions, provide challenge and enables children to retain new knowledge. It uses artificial intelligence to tailor the learning to your child's needs. Sign up [here](#).

## #TheLearningProjects in collaboration with

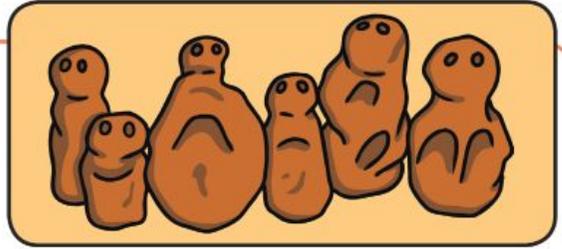


[www.robinhoodMAT.co.uk](http://www.robinhoodMAT.co.uk)

## Antony Gormley Clay models

### You will need:

- a lump of clay or modelling clay
- a pencil
- a board to work on



### Instructions:

1. Take your lump of clay. It should be bigger than your hand but a size you can hold. Roll the clay into a ball.
2. Next, roll the clay ball, using your hands, into a sausage shape. Not too much, you want your clay to look like a fat sausage.
3. Stand the clay on the board, on one end. Decide where the head will be and pinch in at the sides, to make a short neck.
4. Once the head is formed, press the clay into the face you want. The faces have no noses, chins or mouths.
5. Use the pencil to poke eyes into your figure.
6. Smooth and press the clay around the shoulder area. Remember, there is not much detail, you just want a rough shape of a human.
7. Press the clay in the body area to give the idea of a human shape.
8. Make sure your figure stands up.

You can now fire your clay figures or leave them to dry. You may want to paint your figures a terracotta colour.