

# Year 3: 3D clay modelling- Ancient Egypt



## Key knowledge

To be familiar with Ancient Egyptian clay artefacts.

**3 Dimensional**- an object which isn't flat (2D) it has height, length & width (3D)

To be aware of the properties of clay and how it can be **manipulated** (carved into, rolled, coiled etc.). We need to manipulate it whilst it is still wet.

To know that **clay can dry out** and how this affects how artists use it.

**Scratch and slip**- the method of joining parts of clay together. One of the clay surfaces is scratched to make it rough, water (slip) is brushed on the other surface and then surfaces are pressed together.

**Mono printing**- the process of making a print using mark making. Every print is unique. You can also use it to print the textures of natural objects such as leaves.



## Key vocabulary

**dimension**- a measurement- the height, length or width of an object. A clay tile is 3 dimensional.

**clay**- a sticky fine grained earth that can be moulded when wet and dries to become hard

**coil**- a long piece of clay wound around to make something, eg the base or walls of a pot

**Tile**- a flat slab of clay that can be carved into or have clay attached onto it. These were often used as decorations in ancient Egypt.

**join**- to attach 2 parts of something together, eg a pot

**technique**- a way of doing something

**manipulate**- change the shape of something

## Key experiences

- Present research in a way that reflects what we know about Ancient Egyptian art and artefacts.
- Make a clay tile and document the process in a creative way.
- Explore how to make prints of natural objects
- Reflect on the techniques we have learnt.