

UKs2 Cycle A Summer 1 Sculpture – Animation Set Design – Rose Hurley – The aim to introduce pupils to set design, either for theatre or animation. Explore work of designers/makers and make their own sets around a theme.

Knowledge

What is the purpose of a set, in theatre/film/animation? Who creates sets? (designers and makers create sets to give context to drama.)

What disciplines/skills are used in creating sets and which elements need to be thought about? (painting, making, drawing – Lighting, scale, perspective, composition and sound)

Where do makers take their inspiration from to capture the essence of drama? (literature, music, film, poetry)



Skills

I can share my response to artists work, verbally and by writing notes within my sketchbook. (taking note of the idea of negative space.)

I can use my sketchbook to brainstorm ideas, jot down thoughts, tests materials, record and reflect. (Using the idea of creating visual notes)

I can think about the 3D composition of my set, considering audience view point.

I can think about the materials, textures and colours I will use to build my model set thinking about their purpose and construction methods, and impact on the audience. (Use prior knowledge of making processes to aid design.)

I can share my process and outcomes with my classmates articulating my ideas and methods. I can listen to feedback and take it on board.

I can take photographs or film of my artwork thinking about presentation, lighting, focus and composition.

Resources - Soft B pencils, A2 cartridge paper, charcoal, cardboard boxes, selection of small toys, construction materials

Vocabulary:

Set Design, Theatre, Animation, Model, Marquette, Design Through Making, Imaginative, Response,

Stimulus, Interpretation, Vision, Mood, Drama, Narrative, Lighting, Composition, Foreground, Background, Present, Share, Reflect, Respond, Articulate, Feedback, Crit, Similarities, Differences