



# YEAR 6-WONDERFUL WORLD

TEXTURE + SPACE

# WHY ARE WE STUDYING THIS?

This project will help us to understand

- Habitats and environment
- Our “Wonderful World” project

We will learn how to

- Create surfaces and textures
- Create scenic backgrounds
- Create 3D models using a range of materials

# HOW CAN WE RECOGNIZE DAVID GILLIVER'S WORK?

What can you see?

Shapes?

Colours?

Form?

Explain what

you like:

I like...

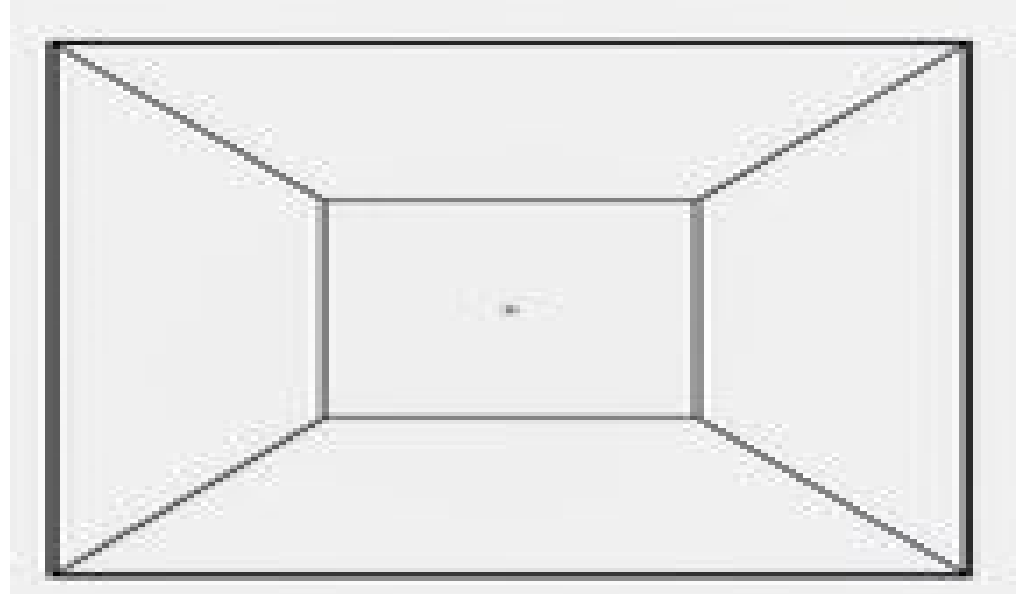
because...



# CREATE A PLAN FOR YOUR HABITAT

Things to remember...

- Be imaginative and creative
- Stick to the constraints / needs of your habitat
- Work together- be kind, be patient, listen, communicate



# CREATE YOUR HABITAT FOR YOUR “WONDERFUL WORLD” CREATURE

Things to remember...

- Start with the scenery / background
- Then add surfaces / textures
- Then add details
- Work together- be kind, be patient, listen, communicate





# EVALUATION CHAT...

**During this project I learned about...**

**I learned how to...**

**I enjoyed...**

**I am proud of...**