

ACTIVITY SHEET 4.3 - CREATING A FIGURE USING MODELLING OR SUN DRIED CLAY

MAKING A FIGURE USING MODELLING OR SUN DRIED CLAY

The basic shapes that should be formed when making a human figure out of modeling clay are:

- Limbs
- Torso
- Head
- Hands
- Feet.

1. Forming a head - Roll a pinch of clay into a ball. Use the palm of your hand to roll it (on a table) into an oval-shape.
2. Creating a torso - For the torso use a section of clay approximately three times as large as the head. Using your forefingers and thumbs, shape it into a trapezoid. The chest area is wider than the waist area.

3. Creating limbs - Use pieces of clay approximately the same size as the head. Roll them out into rod shapes around twice as long as the torso.
4. Making hands and feet - Attach the head to the top and limbs to the sides and bottom of the torso. Work the ends of limbs to form hands and feet. Mould and bend the limbs (both arms and legs) to show a kicking action or other skill execution.
5. Other - If you have coloured clay add a shirt the same colours as **Central Coast Mariners**. You can try to enhance your figure by including facial features and a uniform by working the head or limbs to create eyes, striped clothes or hair. You might even be able to attach a football to the figure's foot or head. If you are using a sundried clay product you can apply paint to it once it has dried.

Please note: To attach two pieces of clay roughen up the two surfaces that you are going to join as this makes them more securely attached.



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