

ART & DESIGN		KS3: Year 7 (Progress Objectives - Assessment Criteria Table)			
	Year 7: Building 2	Yr 7: Developing 3-4	Yr 7 : Securing 5-6	Yr 7 : Mastering 7+	
Progress Objectives	Pupils should be able to:	Pupils should be able to:	By the end of Yr 7 pupils should be able to:	By the end of Yr 7 pupils may also be able to:	
Skills of Designing & Developing Ideas	Create a simple response using drawing materials to express a meaning or idea.	Create imaginative responses and representations to express a meaning or idea.  Use a range of drawing materials and techniques to record with some accuracy.	Complete design studies for 2D, 3D and craft outcomes, including research, observed studies, and visualisations.  Explore a sequence of design steps to develop and improve ideas.	Experiment with drawing and design techniques to produce thoughtful, independent and expressive designs.  Confidently analyse and select characteristics from visual art, artefacts, cultural and digital media.	
Skills of making Art	Select materials, showing some control when creating their work.	Select media and tools to control a range of materials and techniques when creating work.  Work naturally with drawing, painting and modelling materials.  Experiment with line, shape, tone, colour, texture, form and space.	Develop practical skills through investigation and experimentation using materials and techniques with control.  Explore artistic elements- line, shape, tone, colour, texture, form and space, with control to express a personal intention.	Confidently extend practical skills to develop personal ideas and explore creative approaches.  Extend their control of the artistic elements by adding further techniques, modifying scale, developing detail, improving the quality of finish or presentation.	
Skills of Judgement and Evaluation	Describe the different characteristics of art and design and respond to the work of artists, expressing own opinions.	Describe the different characteristics of art and design and evaluate their qualities.  Select, read about and respond to art works making a personal interpretation in spoken and written forms.	Evaluate and express an opinion about the visual images, artists' and pupils' work, using descriptive and critical language when speaking and writing.  Use specialist language to express views and understanding using spoken and written forms.	Understand and explain how different types of art and design convey interpretations of mood and meaning.  Carefully evaluate their own work and that of others using subject specific language to identify and express ideas gathered and also how to improve their work.	
	By the end of Yr 7 students should at least know:	By the end of Yr 7 students should know:	By the end of Yr 7 students might also know:	By the end of Yr 7 some students might also know:	
Knowledge about art processes and context	how to recognise different art forms  that particular kinds of marks can be made with different materials or controlled using different tools  how to research the work of artists, craftspeople and designers, selecting important visual and written information.	how to recognise and name different art forms including types of painting, craft, sculpture, design and architecture, photography and digital media  how to research the work of artists, craftspeople and designers, selecting important visual and written information.	how to research, plan and develop ideas and designs using knowledge of creative processes in art, craft and design.  how to apply their experience of using different processes and techniques make art work.  when and how to look at the works of artists to help decide creative problems.	how and why artists convey messages in their artwork.  that painting, craft and construction tools can be used to change the surface characteristics of materials to convey a meaning.  how particular periods, genres, styles or aspects of design contain visual and expressive characteristics that show meaning.	
Assessment:	Building	Developing	Securing	Mastering	

		KS3: Year 8 (Progress Objectives - Assessment Criteria Table)		
By the end of:	Yr8: Building 2	Yr 8: Developing 3-4	Yr 8 Securing 5-6	Yr 8 : Mastering 7+
Progress Objectives	Pupils should be able to:	Pupils should be able to:	By the end of Yr 8 pupils should be able to:	By the end of Yr 8 pupils may also be able to:
<b>Skills of Designing &amp; Developing Ideas</b>	Respond to a stimulus to create design ideas and Show that they can work in a variety of sizes.	Work with purpose to draw, design, plan and make art in a variety of sizes to explore different materials.  Show how artists and designers have informed choices to improve artwork.	Effectively use research to show how artists develop ideas to create work in 2D and 3D to realise creative intentions.  Improve accuracy when recording from observation, memory and imagination to develop ideas towards an outcome.	Engage in purposeful and open-ended research to inform, experimentation and investigation leading to the development of ideas.  Show skill and control in drawing and design methods to communicate and discover.
<b>Skills of making Art</b>	Develop making skills in a range of materials in 2D and 3D.  Experiment with line, shape, tone, colour, texture, form, space and explore layouts when using 2D and 3D media and processes.	Develop making skills by exploring and investigating materials in 2D and 3D.  Apply an understanding gained through the study of artists, craftspeople and designers to understand and inform creative ideas.	Explore and experiment the expressive characteristics of different media, processes and techniques, to create personal ideas and meanings.  Create imaginative responses and representations in response to the study of artists, craftspeople and designers.	Confidently investigate and experimenting with new materials with purpose.  Extend practical and technical skills informed by the expressive qualities of line, shape, mark and texture.
<b>Skills of Judgement and Evaluation</b>	Show creativity in response to the work of others.  Show links between artwork and the artist, designer and craftsperson.	Explain the purpose and intentions of their artwork.  Respond to teacher's guidance on strengths and developments.  Show how researching artist and designers can inform creative decisions.	Evaluate own work, adapting choices.  Show understanding of different forms of art to improve and make different creative choices.  Compare, analyse and describe different ideas and approaches used by artists and designers, recognising the influence of contexts, cultures and times on their work.	Extend research to find new and innovative creative practice that challenges thinking about what art is and can be e.g. graffiti or installation.  Describe how interpretations of art, craft and design from different periods and times have informed their own decisions to improve work.
	<b>By the end of Yr 8 students should at least know:</b>	<b>By the end of Yr 8 students should know:</b>	<b>By the end of Yr 8 students might know:</b>	<b>By the end of Yr 8 some students might also know:</b>
<b>Knowledge about art processes and context</b>	the difference between drawing, collage, painting, print and something constructed, modelled or digital.  which tools are best for making their art.  how to mix colours and show some colour tone.	the difference between drawing, collage, painting, print and something constructed, modelled or digital;  which tools are best/suitable to select for controlling their mark-making, painting and surface decoration;  how to select and mix different colours and apply these colour media to express ideas such as the changes of colour across the seasons or times of day. How to show colour tone.	how to mix and apply colour and colour tone so they can convey concepts such as warm and cool, or express meanings and emotions.  use their understanding of dry and wet techniques, colour theory, structure and surface qualities to create and communicate moods and meaning using suitable tools.  how to understand and respond to a range of creative forms from diverse historical periods, cultures and times.	that colour, surface, form, tone, mark and techniques used by creative practitioners convey emotions and subtle moods.  how to control the appearance of modelled and painted surface characteristics including wet, dry, or wet on wet techniques, applying knowledge of colour or 3D media techniques to express an intention.  how individual experience and cultural contexts shape what artists and designers make, using this to critically inform improvements in their own work.
<b>Assessment:</b>	<b>Building</b>	<b>Developing</b>	<b>Securing</b>	<b>Mastering</b>

		Key Stage 3 – Year 9: Becoming GCSE Ready		
By the end of:	Yr 9: Building 2	Yr 9 : Developing 3-4	Yr 9 : Secure 5-6	Yr 9: Mastering 7+
Progress Objectives	Pupils should be able to:	Pupils should be able to:	By the end of Yr 9 pupils should be able to:	By the end of Yr 9 pupils may also be able to:

<p><b>Skills of Designing &amp; Developing Ideas</b></p>	<p>Using drawing techniques to record.</p> <p>Complete a basic plan with guidance to express ideas and intentions</p> <p>Make links between own ideas and the work of artists.</p>	<p>Complete plans with guidance that express ideas and intentions in 2D and 3D to developing ideas.</p> <p>Use drawing and designing techniques to record developments showing improvement's in planning.</p> <p>Explain how the study of artists and designers has led to improvements in choices and changes made.</p>	<p>Independently plan and model ideas and intentions in 2D and 3D using imagination to explore ideas.</p> <p>Use a range of drawing and designing techniques when recording.</p> <p>Show explorations to inform response.</p> <p>Show how research and investigation of diverse artists, designers and other sources has led to different versions of an idea.</p>	<p>Produce ideas that develop into imaginative, personal and original responses that communicate meaning.</p> <p>Take creative risks when recording.</p> <p>Explore the differences between drawing and design, to develop personal ideas and creative options.</p> <p>Sustain an investigative study.</p>
<p><b>Skills of making Art</b></p>	<p>Develop practical skills by selecting, experimenting and using a range of materials and techniques to create work.</p> <p>Work with some independence.</p> <p>Improve the selection and safe handling of different materials when drawing, painting, using 3D or tactile media.</p>	<p>Develop practical skills by selecting, experimenting and using a range of materials and techniques to create work which realises intentions.</p> <p>Work with some independence, understanding the artistic elements and study of artists work to inform the way they use materials as they create work.</p> <p>Thoughtful apply safe handling of different materials when drawing, painting, using 3D or tactile media and digital outcomes.</p>	<p>Understand how to cut, shape, mould, construct a range of art, craft and design materials in 2D and 3D to create work.</p> <p>Demonstrate a confident and sensitive understanding of the artists studied with control of the artistic elements in the creation of effective outcomes.</p> <p>Improve expertise in the safe handling of different materials when drawing, painting, using 3D and tactile media.</p> <p>Understand and apply perspective to create representational images that visually illustrate their ideas.</p>	<p>Experiment, explore, investigate, test, adapt and safely use a variety of materials, processes and techniques.</p> <p>Refine the technical, creative and expressive skills informed by the study of artists and cultures.</p> <p>Take creative risks as they explore the properties of 2D, 3D and tactile media, when developing ideas to realise creative intentions.</p> <p>Confidently apply principles of 1 and 2-point perspective to create representational images.</p>
<p><b>Skills of Judgement and Evaluation</b></p>	<p>Reflect on what they like and dislike about their work.</p> <p>Explain how they make simple improvements in their work.</p> <p>Show an understanding of different creative, media and design industries.</p>	<p>Reflect upon what they like and dislike about their work in order to improve it and explain what they like and what they will do next.</p> <p>Evaluate strengths and development needs that will lead to improvement.</p> <p>Show how an understanding of different creative, media and design industries informs creative actions.</p>	<p>Analyse and evaluate own work, and that of others.</p> <p>Review strengths, development needs and actions leading to improvement.</p> <p>Understand the different creative, media and design industries when designing, making and creating.</p>	<p>Explain and use different conventions, codes, genres, styles and traditions to inform judgements and next steps.</p> <p>Evaluate purpose and meaning informing personal choices when developing ideas and creative plans.</p> <p>Use creative, media and design industries to inform their choices.</p>
<p><b>Knowledge about art processes and context</b></p>	<p>By the end of Yr 9 pupils should at least know:</p> <p>about the differences between art, craft, design and architecture, with some understanding of historical purpose.</p> <p>About how artists to inform work.</p> <p>how to apply technical knowledge of materials and processes to improve control of techniques and practices.</p>	<p>By the end of Yr 9 pupils should know:</p> <p>about the differences between art, craft, design and architecture, with understanding of historical purpose.</p> <p>to describe how artists, craftspeople, architects and designers inform work.</p> <p>how to apply their technical knowledge of materials and processes to select and improve techniques and practices.</p>	<p>By the end of Yr 9 pupils might know:</p> <p>about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.</p> <p>how to explore the techniques used by contemporary or historic artists, craftspeople and designers, as well as other cultures, to inform creative interpretations.</p> <p>how to increase expertise in the handling of different materials, tools and techniques.</p>	<p>By the end of Yr 9 some pupils might also know:</p> <p>how individual experience and cultural contexts shape what artists and designers make, informing own work.</p> <p>how to interpret ideas of artists and designers from other cultures and why there are different social, cultural political, spiritual or moral contexts.</p> <p>how to apply technical and expressive knowledge of materials, processes and techniques.</p>
<p><b>Assessment:</b></p>	<p>Building</p>	<p>Developing</p>	<p>Securing</p>	<p>Mastering</p>