



Art and Design Assessment

Produce Creative Work	Know about Great Artists, Craft Makers and Designers	Craft and Design Techniques	Evaluate and Analyse Work
<input type="radio"/> To be able to choose their own starting point from a range of ideas e.g. a visit to an art gallery.	<input type="radio"/> To be able to discuss the styles of artists, craft makers or designers and use this to inform their own work.	<input type="radio"/> To be able to begin to use learnt techniques in drawing, painting, sculpture and other art, craft and design in different contexts, e.g. work on different scales both independently and collaboratively.	<input type="radio"/> To be able to compare ideas, methods and approaches in their own and others' work e.g. talk about the features they like in a piece of artwork.
<input type="radio"/> To be able to begin to record their thoughts and experiences in a sketch book / ideas journal.	<input type="radio"/> To be able to begin to understand the historical and / or cultural significance of a chosen artist / art form.	<input type="radio"/> To be able to demonstrate control of chosen tools and materials to create a desired effect, e.g. carve a design into a printing block.	<input type="radio"/> To be able to use sketchbooks to adapt their work as their ideas develop and discuss this with others.
<input type="radio"/> To be able to explain the reasons for their ideas, and discuss and answer questions about how their ideas have developed.			
<input type="radio"/> To be able to show confidence and independence when working creatively e.g. with a range of media on different scales.			

Name:

Class: