



Art & Design Assessment Grid

Skills
Knowledge

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Investigate and use a range of materials to show idea in both 2D and 3D.	Begin to understand how different materials look and feel and use this knowledge to make choices and develop their own work.	Investigate and combine line, colour, pattern, texture, shape and space for a specific given purpose.	Combine line, colour, shape, pattern, texture and shape for a specific given purpose.		
Explore techniques in the use of line, colour, pattern, texture, shape and space.	Collect visual and other information to develop ideas using techniques for line, colour, pattern, texture, shape & space.	Explore ideas and collect information about different topics.	Select visual and other information to help to develop ideas.	Select relevant visual information and ideas for their work.	Record and collect visual and other information to develop their ideas.
Pupil can say what I think and feel about their own and other work from artists and designers.	Comment of similarities and differences in their own work and others' work from artists and designers.	Compare and comment on ideas, methods and approaches used in their own and others' work including artists and designers.	Compare ideas, methods, approaches in their own work with others' work, including artists and designers.	Compare and identify the ideas, methods and approaches used in their work with that of others, including artists and designers.	Analyse and comment on the ideas, methods and approaches used in their work with that of others, including artists and designers.
Beginning to suggest ways to improve their own work.	Sometimes adapt and improve their own work.	Can adapt and improve their own work.	Adapt and improve own work, according to its purpose.	Modify their work to reflect their own view and its purpose and meaning.	Modify their work to reflect their own view of its purpose and meaning.
Vocabulary: Artist, colour, colour wheel, primary	Beginning to investigate shape, form, texture in materials to create a 3D model.	Use the properties of shape, form, texture of materials to create a 3D model.	Use the properties of shape, form and texture of materials to create a 3D model to communicate their ideas and intentions.	Beginning to make personal choices about the shape, size, background or format of their work and the materials and techniques they use in both 2D and 3D shape.	Choose and combine materials, techniques, visual and tactile elements, suit their intentions, applying their knowledge to 2D & 3D work.
	Vocabulary: Sculpture, shape, space	Vocabulary: secondary colours, complementary colours, design, pattern	Choose and experiment with materials and techniques to suit their intentions.	Experiment with materials and techniques to suit their own designs and ideas, using line, colour, pattern, texture, shape and space.	Use qualities of line, tone, colour, shape and texture with different materials and processes.
			Vocabulary: modelling, outline, transparent,	Vocabulary: annotation. Medium, mixed media	Vocabulary: background, foreground, perspective,

			opaque, style, sketch, techniques, charcoal, pastel, oil pastel		pigment, portfolio
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