

Langham Primary School Art & Design Assessment Key Stage 1

National Curriculum Aims:

- Produce creative work, exploring their ideas and recording their experiences
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques. Evaluate and analyse creative works using the language of art, craft and design.
- Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Pupils should be taught:

- To use a range of materials creatively to design and make products.
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art & design techniques in using colour, pattern, texture, line, shape, form & space.
- About the work of a range of artists, craft makers, & designers, describing the differences & similarities between different practices & disciplines, & making links to their own work.

Key Stage 1 Skills, Concepts, Knowledge & Understanding

Drawing	Painting	Print Making	Collage	Textiles	3D Sculpture
<p>Explore a variety of media for drawing, such as pencils, pens, crayons, chalk, pastels, charcoal and ICT software. Display good control while mark making. Uses line to represent objects seen, remembered or imagined</p> <p>Explore tone using different grades of pencil, pastel, chalk</p> <p>Explore tone by using a pencil to draw light and dark lines.</p> <p>Use different grades of pencil to explore tone.</p>	<p>Use a range of tools while painting: hands, brushes, rollers and stamps. Show control when mark making. Demonstrate awareness when choosing a brush for paint. For example, using a larger brush for larger areas. Be able to make tints using white paint and tones using black paint. Mix colours well to create different shades and tones. Name the primary colours. Predict which secondary colour will be made when mixing two primary colours.</p>	<p>Create repeated patterns when printmaking. Explore texture, pattern and line through relief printing. Create repeating, random or organised patterns with a range of blocks. Extend repeating patterns- overlapping using two contrasting colours.</p>	<p>Explore a variety of textures and describe how they look and feel. Identify and describe natural and humanly-constructed patterns. Explore line and tone to show shape, pattern and texture when using different media. Show an understanding of how colours relate to mood in art.</p>	<p>Handle & manipulate materials such as threads, cottons, wool. Sort, collects, discusses and pulls apart cloths and threads. Stitches and cuts threads and fibres. Cut and sew a variety of materials. Weave with paper progressing from 1 to 2 colours. Weave with wool on a card loom.</p>	<p>Create art using malleable materials, such as clay, modroc and modelling clay. Use malleable materials to create objects for a purpose, such as a vase. Create sculptures from observation. Show awareness of safety when using tools. Use impressions or paint to add decoration to sculptures. Carve details into sculptures using tools.</p>

Exploring and Developing Ideas

- Record and explore ideas from first hand observation, experiences and imagination.
- Ask and answer questions about the starting points for their work and the processes they use.
- Develop their ideas and use of imagination.
- Work individually and collaboratively on different scales.
- Work co-operatively, accepting ideas of each other and identifying changes they might make in their work.
- Adapt work as it progresses.
- Explore the differences and similarities within the work of artists, crafts people and designers in different times and cultures.

Evaluating and Developing Work

- Analyse and describe an image to others.
- Review what they and others have done and say what they think and feel about it.
- Discuss, compare and comment upon their own and others work.
- Discuss own work and that of others and develop images in response to comments.
- Evaluate and modify own work after discussion.
- Identify what they would like to change/ develop in future work.

Langham Primary School Art & Design Assessment Lower Key Stage 2

<p>National Curriculum Aims: Produce creative work, exploring their ideas and recording their experiences Become proficient in drawing, painting, sculpture and other art, craft and design techniques. Evaluate and analyse creative works using the language of art, craft and design. Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</p>	<p>Pupils should be taught: To create sketchbooks to record their observations and use them to review and revisit ideas. To improve their mastery of art & design techniques, including drawing, painting & sculpture with a range of materials. About great artists, architects and designers in history</p>
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Key Stage 2 Skills, Concepts, Knowledge & Understanding

<p style="text-align: center;">Exploring, planning and recording</p> <p>Use sketch books to record notes, experiment and collect ideas, such as artwork, patterns, techniques and observations in nature. Use sketch books to explore new ideas and practise techniques. Use sketch books to collect ideas to be used in future artwork. Compare artwork and art techniques using appropriate terminology. Comment on their own artwork and that of others, giving reasons to support their views. Make adaptations to their artwork when necessary and give reasons for any changes.</p>	<p style="text-align: center;">Commenting on artwork</p> <p>Critique their own and others work, commenting on the techniques used and how it makes them feel. Identify ways they would improve artwork created by themselves or another artist. Research the lives and work of different artists, designers and architects. Recognise artists that have demonstrated similar styles and techniques. Identify similarities and differences in style between different artists, designers and architects. Vocabulary: sketch, contrast, tone, texture, horizon, perspective, blend, cross hatch, shading, composition, light, dark, shadow, outline, reflection, vanishing point</p>
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Drawing	Painting	Print Making	Collage	Textiles	3D
Explore light and shadow Develop pencil shading skills Develop colour shading skills Draw familiar things from different viewpoints Develop observational skills Use different grades of pencil to apply tone to drawings. Use different sketching techniques, such as hatching, cross-hatching, stippling, blending and scribbling. With purpose, make marks and lines using a range of dry media including computer software, charcoal, pencils and pastels. With purpose, make marks and lines using a range of wet media including watercolours, acrylic paint and ink. Effectively blend colours using different materials, such as watercolours, oil pastels and colouring pencils.	Mix colours and select appropriate brushes for specific purposes. Create pattern using different tools and colours Understand which colours are primary and secondary and create secondary colours by mixing. Mix colours to create tints, tones and shades. Use different techniques in their artwork, such as washing, blending, blocking colour and using thicker paint for texture. Choose colours carefully to create mood.	Develop technique of mono printing by scratching a drawing onto an inked slab. Transpose monoprint designs into press print to create repeat printing. Print using natural and humanly-constructed objects. Use block printing to create repeated patterns.	Consider colour and shape choice to create pattern or design Develop skills of cutting, overlapping and overlaying.	Weaves paper/ threads Prints on fabric Simple stitching to make straight stitches	Mould clay into simple shapes and forms Use tools to indent clay and create texture. Recreates 2D images in a 3D piece. Show a good understanding of safety when handling sculpting tools. Use pinch, slab and coil techniques when creating sculptures out of clay.
Light & shade: Escher Still life: Van Gogh, Cezanne Texture, Landscapes: John Brunson	Pointillist: Seurat, Yayoi Kusama Aboriginal art Colour: Matisse: Fauvism Frank Bowling	Tessellation: Escher	Layering Xochi Solis Multi Media: Kandinsky	Kente colours	Clay Pots Greek, Egyptian, Stone age

Exploring and Developing Ideas	Evaluating and Developing Work
Select & record from first hand observation, experience & imagination, and explore ideas for different purposes. Question & make thoughtful observations about starting points and select ideas to use in their work. Understand the idea of design related to purpose. Use research & sketchbook work to explore designs and ideas. Apply experience of materials and processes to develop work Work individually & collaboratively to produce artwork. Use ICT as an expressive tool. Explore the roles and purposes of artists, craftspeople & designers working in different times and cultures.	Compare ideas, methods and approaches in their own and others work and say what they think and feel about them. Adapt, modify & refine work in progress Adapting & modifying work through class & group discussion. Adapt their work according to their views and describe how they might develop it further Annotate work in sketchbook.

Langham Primary School Art & Design Assessment Upper Key Stage 2

<p>National Curriculum Aims:</p> <p>Produce creative work, exploring their ideas and recording their experiences</p> <p>Become proficient in drawing, painting, sculpture and other art, craft and design techniques.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p> <p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</p>	<p>Pupils should be taught:</p> <p>To create sketchbooks to record their observations and use them to review and revisit ideas.</p> <p>To improve their mastery of art & design techniques, including drawing, painting & sculpture with a range of materials.</p> <p>About great artists, architects and designers in history</p>
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Key Stage 2 Skills, Concepts, Knowledge & Understanding

<p style="text-align: center;">Exploring, planning and recording</p> <p>Use sketch books to record notes, experiment and collect ideas, such as artwork, patterns, techniques and observations in nature.</p> <p>Use sketch books to explore new ideas and practise techniques.</p> <p>Use sketch books to collect ideas to be used in future artwork.</p> <p>Compare artwork and art techniques using appropriate terminology.</p> <p>Comment on their own artwork and that of others, giving reasons to support their views.</p> <p>Make adaptations to their artwork when necessary and give reasons for any changes.</p>	<p style="text-align: center;">Commenting on artwork</p> <p>Critique their own and others work, commenting on the techniques used and how it makes them feel.</p> <p>Identify ways they would improve artwork created by themselves or another artist.</p> <p>Research the lives and work of different artists, designers and architects.</p> <p>Recognise artists that have demonstrated similar styles and techniques.</p> <p>Identify similarities and differences in style between different artists, designers and architects.</p> <p>Vocabulary: sketch, contrast, tone, texture, horizon, perspective, blend, cross hatch, shading, composition, light, dark, shadow, outline, reflection, vanishing point</p>
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Drawing	Painting	Print Making	Collage	Textiles	3D
<p>Develop line, tone and shade to represent things seen, remembered or imagined</p> <p>Increase scale by working close up and make detailed drawing using a magnifying glass.</p> <p>Produce detailed drawings from observations and photographs.</p> <p>Demonstrate awareness of the direction of light in drawings through shading.</p> <p>Use a focus point and the horizon to demonstrate perspective.</p> <p>Use mixed media in artwork to demonstrate changes in texture and pattern.</p> <p>Display an awareness of objects having three dimensions when drawing.</p> <p>Show a good understanding of composition, proportion and scale.</p> <p>Use viewfinders to improve close observational skills.</p>	<p>Explore ways of making and creating a range of colours from the primary & secondary range with the addition of black and white</p> <p>Uses different methods, colour and a variety of tools to express mood.</p> <p>Understand which colours are primary, secondary and tertiary and create secondary and tertiary colours by mixing.</p> <p>Mix colours to create tints, tones and shades.</p> <p>Use different techniques in their artwork, such as washing, blending, blocking colour and using thicker paint for texture.</p> <p>Choose colours carefully to create mood.</p> <p>Mix colours to show the direction of light in their artwork.</p> <p>Show purpose and control when mark making with different types of paint, such as acrylic & watercolour.</p>	<p>Learn the process of reduction printing. Combine processes already learnt to produce an overlaid printed image.</p> <p>Effectively apply different printmaking methods, such as lino printing, relief printing, monoprinting and collagraph printing.</p> <p>Use printmaking techniques to print onto fabric.</p> <p>Create prints with two or three overlays.</p>	<p>Select and use materials to achieve a specific outcome</p> <p>Embellishes using a variety of techniques incl: drawing, painting and printing.</p> <p>Using technology</p> <p>Create mixed-media art using photographs they have taken. Edit photographs using computing software to achieve a final look.</p> <p>Take photos from different viewpoints and explain how the viewpoint changes the overall effect.</p> <p>Show consideration of light and shade when taking photos. Use the internet to research different artists and find out more about their art</p>	<p>Dyes fabrics using tie-dye, batik etc</p> <p>Sewing using various stitching patterns.</p>	<p>Show an awareness of form, shape and texture by recreating images in 3D form.</p> <p>Create designs to plan sculptures.</p> <p>Use malleable and rigid materials to create sculptures.</p> <p>Plan and create sculptures using wire.</p> <p>Finish sculptures in different ways, such as glazing, polishing and painting.</p> <p>Create sculptures from observation and imagination.</p> <p>Apply slip to neatly join different parts of a clay sculpture. Use tools effectively to carve sculptures.</p>
<p>Buildings/ Cityscapes</p> <p>Paul Klee ,Stephen Wiltshire</p> <p>Scale: magnification: Georgia O'Keefe</p>	<p>Impressionist Cezanne Monet</p> <p>Portraits: Picasso, Frida Kahlo</p>	<p>Hokusai: Block reduction</p>	<p>Andy Warhol</p>		<p>Figures: Henry Moore</p> <p>Giacometti</p> <p>Augusta Savage</p>

Exploring and Developing Ideas	Evaluating and Developing Work
<p>Select & record from first hand observation, experience & imagination, and explore ideas for different purposes.</p> <p>Question & make thoughtful observations about starting points and select ideas to use in their work.</p> <p>Understand the idea of design related to purpose. Use research & sketchbook work to explore designs and ideas.</p> <p>Apply experience of materials and processes to develop work</p> <p>Work individually & collaboratively to produce artwork. Use ICT as an expressive tool.</p> <p>Explore the roles and purposes of artists, craftspeople & designers working in different times and cultures.</p>	<p>Compare ideas, methods and approaches in their own and others work and say what they think and feel about them.</p> <p>Adapt, modify & refine work in progress</p> <p>Adapting & modifying work through class & group discussion.</p> <p>Adapt their work according to their views and describe how they might develop it further</p> <p>Annotate work in sketchbook.</p>