



# Creative Learning at Springfield

**Art and Design**  
Subject Leader's  
check lists

# Breadth of Study Checklist

# Art and Design

Key Stage 1	Key Stage 2
<p data-bbox="197 432 1032 603"><b>Explore a range of starting points for practical work</b> (Eg themselves, experiences, stories, natural and man-made objects and the local environment)</p> <p data-bbox="197 651 1021 778"><b>Working independently and collaborating with others on projects in 2d and 3d and on different scales</b></p> <p data-bbox="197 826 999 959"><b>Using a range of materials and processes</b> (Eg painting, collage, print making, digital media, textiles, sculpture)</p> <p data-bbox="197 1007 981 1222"><b>Investigating different kinds of art, craft and design</b> (Eg in the locality, in original and reproduction form, during visits to museums, galleries and sites, on the internet)</p>	<p data-bbox="1193 432 1917 647"><b>Explore a range of starting points for practical work</b> (Eg themselves, experiences, images, stories, drama, music natural and man-made objects and environments)</p> <p data-bbox="1193 695 1951 823"><b>Working independently and collaborating with others on projects in 2d and 3d and on different scales</b></p> <p data-bbox="1193 871 1946 1046"><b>Using a range of materials and processes, including ICT</b> (Eg painting, collage, print making, digital media, textiles, sculpture)</p> <p data-bbox="1193 1094 1957 1310"><b>Investigating different kinds of art, craft and design</b> (Eg in the locality, in original and reproduction form, during visits to museums, galleries and sites, on the internet)</p>

# Skills Development

# Art and Design

Key Stage 1	Key Stage 2
<p><b>Exploring and Developing Ideas</b> Record from first-hand evidence, experience and imagination Ask and answer questions about starting points for work</p> <p><b>Investigating and Making</b> Investigate the possibilities of a range of materials and processes Try out tools and techniques, including drawing Represent observations, ideas and feelings Design and make images and artefacts</p> <p><b>Evaluating</b> Review what they and others have done and say what they think and feel about it Say what they may change or improve in the future</p>	<p><b>Exploring and Developing Ideas</b> Record from first-hand evidence, experience and imagination for a variety of purposes Question and make thoughtful observations about starting points for work Collect visual and other information to develop ideas, including using a sketchbook</p> <p><b>Investigating and Making</b> Investigate and combine visual and tactile qualities and match them to the purpose of their work Apply and develop use of tools and techniques, including drawing Design and make images and artefacts that communicate observations, ideas and feelings by using a variety of methods</p> <p><b>Evaluating</b> Compare methods and ideas used in their own and others' work and say what they think and feel Adapt work in response to their feelings about it</p>

# Level 1

# Art and Design

Communication Skills	Application Of Mathematics	Information Technology	Working With Others	Improving Own Learning and Performance	Problem Solving
<p>I can make models to show my ideas and then talk about the models</p> <p>I draw my ideas and can tell someone what they are about</p> <p>I can talk about how I feel about my own or somebody else's work</p> <p>I can use drawing, collage and textiles to show my ideas about line, shape and colour</p>	<p>I describe and draw the shapes that I see, using words like:</p> <p>Straight Curved Zigzag Corners Round Circle Oblong Rectangle Triangle Square</p> <p>I describe shapes in my art work by labelling them in my Art Sketch Book</p>	<p>I use the computer to draw pictures with lines and shapes</p> <p>I can change the pen colour</p> <p>I use stamps make patterns</p> <p>I can rub out if I need to change my work</p> <p>I print out my best work and keep it in my Art Sketch Book</p>	<p>I can tell someone what I like about their Art &amp; Design work</p> <p>I can work in a group to make a large picture or model</p>	<p>I can think of ways to improve my own work</p> <p>I can see the differences between my work and someone else's</p>	<p>I can think of ideas for Art from:</p> <p>Stories Rhymes Looking at things made by people Looking at the natural world</p>

# Level 2

# Art and Design

Communication Skills	Application Of Mathematics	Information Technology	Working With Others	Improving Own Learning and Performance	Problem Solving
<p>My ideas are shown in my:</p> <p>Drawings, Paintings, Collage work, Textile Work, Printing, Sculpture, and Photographs</p> <p><i>(I am always looking at lines, patterns, textures, shapes and colours)</i></p> <p>I can recount my work in my Art Sketch Book</p> <p>I write about my ideas, using 'annotation' in my Art Sketch Book</p>	<p>I make 2d and 3d shapes</p> <p>I can describe properties of shapes using mathematical vocabulary</p> <p>I recognise and use reflective symmetry in shapes and patterns that I create</p>	<p>I use a digital camera to take images of things people have made and the natural world. I look at:</p> <p>Lines Patterns Textures Shapes Colours</p> <p>I change my digital images using the computer</p>	<p>I work as part of a group when I am observing, investigating or making.</p> <p>I know about art from other cultures</p> <p>I know about artists and craftspeople from other times</p>	<p>I can talk about the similarities and differences between my own and other's work</p> <p>I adapt and improve my own work</p> <p>I keep notes in my Art Sketch Book of how I would change my work.</p> <p>I compare my work to that of famous artists or craftspeople</p>	<p>I investigate:</p> <p>Drawing Collage Textiles Printing Sculpture, and Photos</p> <p>to see how I can best use them to get across my ideas</p> <p>I experiment with ways of framing images</p> <p>I investigate shapes, patterns and textures</p>

# Level 3

# Art and Design

Communication Skills	Application Of Mathematics	Information Technology	Working With Others	Improving Own Learning and Performance	Problem Solving
<p>I can show relationships between people in my drawings</p> <p>I can say what I think and feel about the work of others and my own</p> <p>My skills in: Drawing, Painting, Collage, Textiles, Sculpture, and Photography</p> <p>help me to communicate my ideas, using: Colour, Pattern, Texture, Line &amp; tone, Shape &amp; form.</p>	<p>I recognise right angles in shapes or objects</p> <p>I recognise and draw parallel and perpendicular lines</p> <p>I can use the properties of shapes to explore patterns (eg tessellation, Islamic Art etc)</p> <p>I can visualise and make 3d shapes from 2d drawings</p> <p>I use the Internet to research artists</p>	<p>I use the printed images I take with a digital camera and combine them with other media</p> <p>I use the computer to alter images and to combine them with other images</p> <p>I use a paint package to alter scanned images</p> <p>I present a collection of my ICT work on a slide show presentation</p>	<p>I am beginning to understand the viewpoints of others by looking at images, people, places and so on from a different angle</p> <p>I can make useful comments on the ideas of others</p> <p>I can describe and explain art from other cultures, and know how artefacts came to be in museums</p>	<p>I adapt and improve my work, thinking about the purpose of the work</p> <p>I suggest improvements to my work and keep notes in my Art Sketch Book</p> <p>I keep notes about the purpose of my work in my Art Sketch Book, using labels, captions and short paragraphs.</p>	<p>I can select visual information about people to show in my portraits</p> <p>I experiment with different materials and techniques to find the best ones for the purpose of my work</p> <p>I know that art can be both visual and tactile. I choose the best combination for my work</p>

# Level 4

# Art and Design

Communication Skills	Application Of Mathematics	Information Technology	Working With Others	Improving Own Learning and Performance	Problem Solving
<p>I look at familiar still-life objects to paint and draw</p> <p>My work uses both visual and tactile qualities. Sometimes they are combined in one piece of work</p> <p>My work has a purpose and a meaning. I use: Drawing, Painting, Collage, Print, Digital Media, Textiles, and Sculpture</p> <p>in my work.</p>	<p>I know that a full rotation is <math>360^\circ</math> and I make patterns that rotate</p> <p>My 3d and tactile work includes a range of shapes, such as pyramids, prisms, triangles and quadrilaterals.</p> <p>I make 2d and 3d shapes that are accurate</p> <p>I use language such as angles, faces, pairs of parallel lines, symmetry</p>	<p>I create digital images with animation, video and sound to communicate my ideas. I present them to others.</p> <p>I scan images and take digital photos, and use software to alter them, adapt them and create work with meaning.</p> <p>I use the Internet for research</p>	<p>I compare and discuss my ideas with others</p> <p>I understand a range of other cultures' art and design and use this as inspiration for my own work</p> <p>I work on group projects, sharing my ideas and listening to others to design artefacts.</p>	<p>I look at my own work and that of others, discussing whether it meets the purpose.</p> <p>I keep notes in my Art Sketch Book about how I might develop my work further</p> <p>I learn about the work of others through looking at their work in books, the Internet, visits to galleries and other sources of information</p>	<p>I take meaning from:</p> <p>Images, Stories, Drama, Music, the Natural world, and Artefacts</p> <p>to generate ideas for my work</p> <p>I combine: Colour, Pattern, Texture, Line &amp; tone, Shape &amp; form</p> <p>to suit the purpose of my work</p>

# Level 5

# Art and Design

Communication Skills	Application Of Mathematics	Information Technology	Working With Others	Improving Own Learning and Performance	Problem Solving
<p>I look at familiar still-life objects to paint and draw</p> <p>My work uses both visual and tactile qualities. Sometimes they are combined in one piece of work</p> <p>My work has a purpose and a meaning. I use: Drawing, Painting, Collage, Print, Digital Media, Textiles, and Sculpture</p> <p>in my work.</p>	<p>I know that a full rotation is <math>360^\circ</math> and I make patterns that rotate</p> <p>My 3d and tactile work includes a range of shapes, such as pyramids, prisms, triangles and quadrilaterals.</p> <p>I make 2d and 3d shapes that are accurate</p> <p>I use language such as angles, faces, pairs of parallel lines, symmetry</p>	<p>I create digital images with animation, video and sound to communicate my ideas. I present them to others.</p> <p>I scan images and take digital photos, and use software to alter them, adapt them and create work with meaning.</p> <p>I use the Internet for research</p>	<p>I compare and discuss my ideas with others</p> <p>I understand a range of other cultures' art and design and use this as inspiration for my own work</p> <p>I work on group projects, sharing my ideas and listening to others to design artefacts.</p>	<p>I look at my own work and that of others, discussing whether it meets the purpose.</p> <p>I keep notes in my Art Sketch Book about how I might develop my work further</p> <p>I learn about the work of others through looking at their work in books, the Internet, visits to galleries and other sources of information</p>	<p>I take meaning from:</p> <p>Images, Stories, Drama, Music, the Natural world, and Artefacts</p> <p>to generate ideas for my work</p> <p>I combine: Colour, Pattern, Texture, Line &amp; tone, Shape &amp; form</p> <p>to suit the purpose of my work</p>