

A1	A2	A3	A4	A5	A6
A1:1 To develop use of colour, line and pattern.	A2:1 To create sketch books to record their observations and use them to review and revisit ideas.	A3:1 Use sketchbooks to develop and refine ideas and show work in progress.	A4:1 Minimal ability to present a personal and meaningful response and realise intentions.	A5:1 Some ability to present a personal and meaningful response and realise intentions.	A6:1 A consistent ability to competently present a personal and meaningful response and realise intentions.
A1:2 To use mark-making skills with control.	A2:2 To use drawing skills with increased accuracy and from observation.	A3:2 Become proficient in sketching and drawing techniques to produce graphics and 2D images.	A4:2 Minimal ability to demonstrate understanding of visual language.	A5:2 Some ability to demonstrate understanding of visual language.	A6:2 A consistent ability to demonstrate understanding of visual language.
A1:3 To use printmaking skills to make artworks.	A2:3 To improve their mastery of printmaking techniques.	A3:3 Become proficient in printmaking techniques and evaluate and improve artworks.	A4:3 Minimal ability to refine ideas.	A5:3 Some ability to refine ideas.	A6:3 A consistent ability to thoughtfully refine ideas.
A1:4 To look at artworks and talk about what they like.	A2:4 To begin to discuss why they like artists and artworks.	A3:4 To evaluate and analyse creative works using the language of art, craft and design	A4:4 Minimal ability to select and experiment with appropriate media, materials, techniques and processes.	A5:4 Some ability to select and experiment with appropriate media, materials, techniques and processes.	A6:4 A consistent ability to effectively select and purposefully experiment with appropriate media, materials, techniques and processes.
A1:5 To describe what is the same and different in artworks.	A2:5 To increasingly be able to explain how their artworks have been created using artistic language.	A3:5 To be able to evaluate and make improvements to artworks working in both 2D and 3D forms.	A4:5 Minimal ability to record ideas, observations and insights through drawing and annotation, and any other appropriate means relevant to intentions, as work progresses.	A5:5 Some ability to record ideas, observations and insights through drawing and annotation, and any other appropriate means relevant to intentions, as work progresses.	A6:5 A consistent ability to skilfully record ideas, observations and insights through drawing and annotation, and any other appropriate means relevant to intentions, as work progresses.
A1:6 To make links between artwork being looked at and their own.	A2:6 To understand how art and design has developed through history.	A3:6 To understand different art styles and the cultural and historical influences experienced by different artists in both modern and in history.	A4:6 Minimal ability to develop ideas through investigations.	A5:6 Some ability to develop ideas through purposeful investigations.	A6:6 A consistent ability to effectively develop ideas through purposeful investigations.
A1:7 To develop collage techniques to create artworks.	A2:7 To use collage techniques with accurate cutting skills and an understanding of composition.	A3:7 To have control over a range of media when working in 2 Dimensions including accurate cutting and a strong sense of composition.	A4:7 Minimal ability to demonstrate critical understanding of sources.	A5:7 Some ability to demonstrate critical understanding of sources	A6:7 A consistent ability to demonstrate critical understanding of sources.
A1:8 To start to use clay and other materials to form simple 3D shapes.	A2:8 To be able to show some control over modelling and sculptural materials and use a range of tools.	A3:8 To show proficiency when working in modelling materials with accurate control over a range of tools and processes.			
A1:9 To start to use graphic design skills.	A2:9 To be able to use graphic design skills with increased accuracy and begin to use digital mediums.	A3:9 To have demonstrated accurate Graphic Design skills including working in digital media where appropriate.			

Design & Technology (Design)

DT 1	DT 2
DT 1: 1 design purposeful, functional, appealing products for themselves and other users based on design criteria	DT 2: 1 generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
DT 1: 2 generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	DT 2:2 use research and exploration, such as the study of different cultures, to identify and understand user needs

Design & Technology (Evaluate)

DT 1	DT 2
DT 1: 5 explore and evaluate a range of existing products	DT 2:5 investigate and analyse a range of existing products
DT 1: 6 evaluate their ideas and products against design criteria	DT 2: 6 evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Design & Technology (Make)

DT 1	DT 2
DT 1: 3 select from and use a range of tools and equipment to perform practical tasks	DT 2:3 Select and use a wider range of tools and equipment to perform practical tasks accurately.
DT 1: 4Select from and use a wide range of materials and components, including construction materials, textiles and ingredients according to their characteristics.	DT 2.4 Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Design & Technology (Technical Knowledge)

DT 1	DT 2
DT 1: 7 build structures, exploring how they can be made stronger, stiffer and more stable	DT 2: 8 apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
DT 1:8 explore and use mechanisms in their products.	DT 2:9 understand and use mechanical systems in their products.
	DT 2:10 understand and use electrical systems in their products.
	DT:2:11 apply their understanding of computing to program, monitor and control their products.
	DT 2: 12 Use appropriate software and ICT to refine and generate products.