

St John's CE Middle School Key Performance Indicators

Pupils who are working at age related expectations at the end of the year will have a secure knowledge of these Key Performance Indicators.

Year 8 Art and Design

Ideas

- I can engage in purposeful and open-ended research, which will allow me to develop my ideas in response to a design brief.
- I can achieve proficiency in my drawing and design skills to perceive, communicate and invent.
- I can follow a logical design process to review, modify, evolve and improve designs through several stages.
- I can demonstrate how the artwork I have studied informs how my own designs develop and how my creative intentions grow.

Knowledge

- I can extend my research to identify new and innovative art that challenges thinking about what art is and can be.
- I can describe how interpretations of art from different periods and times have informed my own informed my own targets for improvement.
- I can express my opinions through evaluations of several artists, considering how their work is a product of their culture, time or place.

Making

- I can confidently investigate new and unfamiliar materials, engaging in purposeful and open ended experimentation in which my ideas and purpose are clear.
- I can extend my practical and technical skills, informed by investigation of line, shape, mark and texture using various materials.
- I can work confidently to improve my understanding of properties of different materials and how they can be manipulated to communicate a specific meaning.

• I can apply the unique characteristics of the work of the artists I have studied, in order to inform my creative actions and the select processes and techniques that I want to use.

Evaluating

- I can identify that colour, surface, form, mark and techniques used by artists convey emotions and subtle moods.
- I can adapt the appearance of modelled and painted surfaces including wet, dry or wet on wet techniques, applying my knowledge of colour or 3D media to express an intention.
- I can identify how individual experience and cultural influences affect what artists and designers make, using this to critically inform improvements.