

Art – Y9 Learning Outcomes

Skill	Foundation	Developing	Securing	Exceeding	Excelling
Generating ideas	With guidance students can express their ideas in 2 and 3D showing steps in development. Can use various drawing and designing techniques to record observations in sketchbooks. Can show how their drawings and use of other media helps them to make design improvements. Can explain how the study of artists has informed their work.	With guidance students can express their ideas in 2 and 3D showing steps in development and clear purpose. Can use various drawing and designing techniques to record observations in sketchbooks. Can show how their drawings and use of other media helps them to make design improvements. Can explain how the study of artists has informed their work.	Students can independently plan and model ideas and intentions in 2 and 3D (including photography) using their imagination to explore ideas. Effectively control the use of a range of drawing and designing techniques using sketchbook to develop better quality outcomes. Demonstrate how their research of artists has led to different versions of an idea and thus improvements to the proposed outcome.	Students pursue ideas and approaches leading to imaginative personal and original responses using a broad range of media. Confidently take risks with drawing, designing and investigating in sketchbooks. Visually exploit different approaches and media to develop personal ideas and explore different creative options. Sustain an investigative study of an artists or movement to inform personal work.	Students purposefully pursue ideas and approaches leading to imaginative personal and original responses using a broad range of media. Confidently take risks with drawing, designing and investigating in sketchbooks. Visually exploit different approaches and media to develop personal ideas and explore different creative options. Sustain an investigative study of an artists or movement and exploit those characteristics to inform personal work.
Making	Students can develop their practical skills by using a range of materials and techniques. Can work with some independence using the study of artists to inform the way they use materials. Can improve their thoughtful selection and safe use of materials. Can use simple means of illustrating the real world, solid form and space.	Students can develop their practical skills by using a good range of materials and techniques. Can work with some independence using the study of artists to inform the way they use materials. Can improve their thoughtful selection and safe use of materials.	Students can understand how to work a range of art materials in 2 and 3D exploiting their properties. Demonstrate a confident and sensitive understanding of the artists studied. Work effectively and improve their proficiency in the safe handling of different materials.	Students can experiment, explore investigate test and safely use a variety of materials, processes and techniques imaginatively, and creatively. Take creative risks in 2 and 3D, tactile media and photography.	Students can experiment, explore investigate, test and safely use a variety of materials, processes and techniques imaginatively, expressively and creatively. Take creative risks in 2 and 3D, tactile media and photography.
Evaluating	Students can reflect upon what they like and dislike about their work and how to improve it. Can evaluate their strengths and weaknesses to inform how to improve.	Students can reflect upon what they like and dislike about their work and how to improve it. Can evaluate their strengths and weaknesses to inform how to improve.	Students can evaluate and analyse their own and others work in order to strengthen the visual impact of their own work. Show perceptive evaluation when reviewing their strengths development needs and actions leading to improvement.	Students can explain and use their understanding of different conventions to inform their own judgments and strengthen next steps. Provide a reasoned evaluation of purpose and meaning of their work, ideas and actions.	Students can explain and use their understanding of different conventions to inform their own judgments and strengthen next steps. Provide a reasoned evaluation of purpose and meaning of their work, ideas and actions.
Knowledge	Students should know the differences between art, craft, design and architecture. Be able to describe how they have used the work of artists to inform their actions. How to apply their technical knowledge of materials to make the right selections for their own work.	Students should know the differences between art, craft, design and architecture. Be able to describe how they have used the work of artists to inform their actions. How to apply their technical knowledge of materials to make the right selections for their own work.	Students know about the history of art, craft design and architecture. How to explore the techniques used by major contemporary or historic artists so as to inform their own creative interpretations.	Students know how individual and cultural contexts inform artists' work and use this to improve their work. They know how to apply their technical and expressive knowledge of materials and processes to select techniques and control outcomes.	Students know how individual and cultural contexts inform artists' work and use this to improve their work. They know how to apply their technical and expressive knowledge of materials and processes to select techniques and control outcomes.