



Art Assessment and Tracking

Year 1/2 Overview 24/25

Year 3 Disciplinary Knowledge – the disciplinary knowledge of Art and Design incorporates the discrete artist skills and techniques (components) which are explicitly taught in reference to the principals of Art and Design. Disciplinary knowledge also refers to contextual studies of specific artists and artworks and the language of art in which we use to analyse and discuss Art and Design. Disciplinary knowledge is broken down into components which culminate together to create a composite outcome.

	WTS	EXS	GDS
To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.		Rest of class	
To create sketch books to record their observations and use them to review and revisit ideas		Rest of class	
To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]		Rest of class	
About great artists, architects and designers in history		Rest of class	

Drawing: Tell a story

	WTS	EXS	GDS
Suggest ways to draw a word through marks.		Rest of class	
Use relevant language to describe how an object feels.		Rest of class	
Suggest ways to create different textures through drawn marks.		Rest of class	
Freely experiment with different tools, receiving encouragement when needed.		Rest of class	
Describe and then draw shapes that make up an object.		Rest of class	
Use good observational skills to add details to their drawing.		Rest of class	
Use an interesting range of marks that show an understanding of how to draw different textures.		Rest of class	
Make sketches, which may be of basic stick-like figures or may imply more shapes.		Rest of class	
Develop sketches into a character, with some support, adding details to enhance their character.		Rest of class	
Demonstrate an understanding of how drawing facial features in different ways conveys expressions.		Rest of class	
Recount a story and select key events to draw.		Rest of class	
Create scenes from their own imagination, with some support.		Rest of class	

Painting and mixed media: Life in colour

	WTS	EXS	GDS
Name the primary and secondary colours.		Rest of class	
Talk about the colour changes they notice and make predictions about what will happen when two colours mix.		Rest of class	
Describe the colours and textures they see.		Rest of class	
Try different tools to recreate a texture and decide which tool works best.		Rest of class	
Show they can identify different textures in a collaged artwork.		Rest of class	

Apply their knowledge of colour mixing to match colours effectively.		Rest of class	
Choose collage materials based on colour and texture.		Rest of class	
Talk about their ideas for an overall collage.		Rest of class	
Try different arrangements of materials, including overlapping shapes.		Rest of class	
Give likes and dislikes about their work and others’.		Rest of class	
Describe ideas for developing their collages.		Rest of class	
Choose materials and tools after trying them out.			
Name the primary and secondary colours.			

Art Sculpture and 3D: Clay houses			
	WTS	EXS	GDS
Flatten and smooth their clay, rolling shapes successfully and making a range of marks in their clay.		Rest of class	
Make a basic pinch pot and join at least one clay shape onto the side using the scoring and slipping technique.		Rest of class	
Roll a smooth tile surface.		Rest of class	
Join clay shapes and make marks in the tile surface to create a pattern.		Rest of class	
Draw a house design and plan how to create the key features in clay.		Rest of class	
Create a clay house tile that has recognisable features made by both impressing objects into the surface and by joining simple shapes.		Rest of class	

Next Steps -Learning Points for next enquiry (noting revisit points for Pupils at WTS)

1)

2)

3)