

DOVECOT PRIMARY SCHOOL

Targets in Art & Design and Design & Technology

Art & Design Targets - A Year 1 Artist

I can show how people feel in paintings and drawings.

I can create moods in art work.

I can use pencils to create lines of different thickness in drawings.

I can name the primary and secondary colours.

I can create a repeating pattern in print.

I can cut, roll and coil materials.

I can use IT to create a picture.

I can describe what I can see and give an opinion about the work of an artist.

I can ask questions about a piece of art.

Design & Technology Targets - A Year 1 Designer

I can use my own ideas to make something.

I can describe how something works.

I can cut food safely.

I can make a product which moves.

I can make my model stronger.

I can explain to someone else how I want to make my product.

I can choose appropriate resources and tools.

I can make a simple plan before making.

Targets in Art & Design and Design & Technology

Art & Design Targets - A Year 2 Artist

- I can choose and use three different grades of pencil when drawing.
- I can use charcoal, pencil and pastel to create art.
- I can use a viewfinder to focus on a specific part of an artefact before drawing it.
- I can mix paint to create all the secondary colours.
- I can create brown with paint.
- I can create tints with paint by adding white.
- I can create tones with paint by adding black.
- I can create a printed piece of art by pressing, rolling, rubbing and stamping.
- I can make a clay pot.
- I can join two clay finger pots together.
- I can use different effects within an IT paint package.
- I can suggest how artists have used colour, pattern and shape.
- I can create a piece of art in response to the work of another artist.

Design & Technology Targets - A Year 2 Designer

- I can think of an idea and plan what to do next.
- I can choose tools and materials and explain why I have chosen them.
- I can join materials and components in different ways.
- I can explain what went well with my work.
- I can explain why I have chosen specific textiles.
- I can measure materials to use in a model or structure.
- I can describe the ingredients I am using.

Targets in Art & Design and Design & Technology

Art & Design Targets - A Year 3 Artist

- I can show facial expressions in my art.
- I can use sketches to produce a final piece of art.
- I can use different grades of pencil to shade and to show different tones and textures.
- I can create a background using a wash.
- I can use a range of brushes to create different effects in painting.
- I can identify the techniques used by different artists.
- I can use digital images and combine with other media in my art.
- I can use IT to create art which includes my own work and that of others.
- I can compare the work of different artists.
- I recognise when art is from different cultures.
- I recognise when art is from different historical periods.

Design & Technology Targets - A Year 3 Designer

- I can prove that my design meets some set criteria.
- I can follow a step-by-step plan, choosing the right equipment and materials.
- I can design a product and make sure that it looks attractive.
- I can choose a textile for both its suitability and its appearance.
- I can select the most appropriate tools and techniques for a given task.
- I can make a product which uses both electrical and mechanical components.
- I can work accurately to measure, make cuts and make holes.
- I can describe how food ingredients come together.

Targets in Art & Design and Design & Technology

Art & Design Targets - A Year 4 Artist

- I can show facial expressions and body language in sketches and paintings.
- I can use marks and lines to show texture in my art.
- I can use line, tone, shape and colour to represent figure and forms in movement.
- I can show reflections in my art.
- I can print onto different materials using at least four colours.
- I can sculpt clay and other mouldable materials.
- I can integrate my digital images into my art.
- I can experiment with the styles used by other artists.
- I can explain some of the features of art from historical periods.

Design & Technology Targets - A Year 4 Designer

- I can use ideas from other people when I am designing.
- I can produce a plan and explain it.
- I can evaluate and suggest improvements for my designs.
- I can evaluate products for both their purpose and appearance.
- I can explain how I have improved my original design.
- I can present a product in an interesting way.
- I can measure accurately.
- I can persevere and adapt my work when my original ideas do not work.
- I know how to be both hygienic and safe when using food.

Targets in Art & Design and Design & Technology

Art & Design Targets - A Year 5 Artist

I can identify and draw objects and use marks and lines to produce texture.

I can successfully use shading to create mood and feeling.

I can organise line, tone, shape and colour to represent figures and forms in movement.

I can use shading to create mood and feeling.

I can express emotion in my art.

I can create an accurate print design following criteria.

I can use images which I have created, scanned and found; altering them where necessary to create art.

I can research the work of an artist and use their work to replicate a style.

Design & Technology Targets - A Year 5 Designer

I can come up with a range of ideas after collecting information from different sources.

I can produce a detailed, step-by-step plan.

I can suggest alternative plans; outlining the positive features and draw backs.

I can explain how a product will appeal to a specific audience.

I can evaluate appearance and function against original criteria.

I can use a range of tools and equipment competently.

I can make a prototype before make a final version.

I show that I can be both hygienic and safe in the kitchen.

Targets in Art & Design and Design & Technology

Art & Design Targets - A Year 6 Artist

I can explain why I have used different tools to create art.

I can explain why I have chosen specific techniques to create my art.

I can explain the style of my work and how it has been influenced by a famous artist.

I can over print to create different patterns.

I can use feedback to make amendments and improvement to my art.

I can use a range of e-resources to create art.

Design & Technology Targets - A Year 6 Designer

I can use market research to inform my plans and ideas.

I can follow and refine my plans.

I can justify my plans in a convincing way.

I can show that I consider culture and society in my plans and designs.

I show that I can test and evaluate my products.

I can explain how products should be stored and give reasons.

I can work within a budget.

I can evaluate my product against clear criteria.