



Art end of year expectations – Year 5 – All, Most and Some	
A) 2D Art (Drawing and Painting)	<p>ALL: I can use the terminology of line, shape, pattern, colour, texture, value, hue, toning space, depth and perspective correctly.</p> <p>ALL: I can use sketching techniques to show form, including the texture of fabrics, glass, nature, brick, clay, hair and fur.</p> <p>MOST: I can use marks and lines to produce increasingly realistic-looking texture.</p> <p>ALL: I can draw accurate facial shapes and detailed facial features, which convey an intended expression or emotion.</p> <p>ALL: I can creatively combine detailed facial features with careful colour choice to communicate emotions clearly.</p> <p>ALL: I can bring a range of sketching techniques to a piece of work, explaining my choices of use.</p> <p>ALL: I can work confidently with contrasting and complementary and warm and cool colours, making confident colour choices to create a desired effect</p> <p>SOME: I can demonstrate a secure knowledge about complementary and contrasting colours and explain why certain colours work better with certain pieces.</p> <p>ALL: I can confidently draw upon a range of skills, knowledge and understanding, and a variety of medium, to create an aesthetically pleasing effect, showing control and purposeful choice in my decisions</p> <p>ALL: I can show perspective in my work by layering and overlapping, considering the size of items in the foreground and background and including winding curve.</p> <p>SOME: I can consider more than one element in my work when showing perspective</p>
B) 2D Art (Printing)	<p>ALL: I can create and print intricate designs, planning how they contribute to the final piece.</p> <p>MOST: I can use printing as one element that contributes towards the final piece.</p> <p>ALL: I can experiment with a range of printing techniques.</p> <p>ALL: I can build up layers, colours and textures when printing to create intended effects</p>
C) 3D Art	<p>ALL: I can manipulate materials to create a complex sculpture, through both modelling and casting</p>
D) Computer Art	<p>N/A</p>
E) Responding to Art and Artistic Expression	<p>ALL: I can describe artwork in more detail, commenting on the depth and perspective of a piece.</p> <p>MOST: I can use the correct terminology when commenting on artwork</p> <p>ALL: I can describe in more detail how the elements and some principles of design work together to convey meaning</p> <p>ALL: I can consider different interpretations on the same piece of artwork and compare pieces of the same artist's work</p> <p>ALL: I can explore the roles and purposes of artists, craftspeople and designers working in current and past times and in many cultures</p>
F) Exploring and Developing Ideas	<p>ALL: I can record and select ideas from a variety of sources.</p> <p>ALL: I can develop my ideas to reflect my own style, after taking inspiration from a variety of sources</p>



	<p>ALL: I can annotate my work to include more detailed descriptions of my learning journey and critiques and next steps for my work</p> <p>ALL: I can use my sketchbook as an increasingly personal portrayal of my artistic journey</p> <p>ALL: I can explain why I have chosen a particular technique, style, material or medium and the impact it has had on the outcome</p>
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