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 an 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.