

# Lostwithiel Primary School Assessment Grid

 <b>ART ASSESSMENT GRID</b> Generating Ideas	Well Below	Working Towards	Expected	Above
<b>Year 1</b>	With support begin to recognise that ideas can be generated through doing as well as thinking	Begin to recognise that ideas can be generated through doing as well as thinking Begin to recognise that ideas can be expressed through art	Recognise that ideas can be generated through doing as well as thinking Recognise that ideas can be expressed through art	Experiment with an open mind
<b>Year 2</b>	With support, begin to recognise that ideas can be generated through doing as well as thinking With support, start to experiment with an open mind With support, begin to use drawing to record and discover ideas	Begin to recognise that ideas can be generated through doing as well as thinking Start to experiment with an open mind Begin to use drawing to record and discover ideas	Recognise that ideas can be generated through doing as well as thinking Recognise that ideas can be expressed through art Experiment with an open mind Use drawing to record and discover ideas and experiences	Enjoy trying out different activities and make both informed, and intuitive choices about what to do next, letting practical experience feed ideas
<b>Year 3</b>	Begin to gather and review information from different sources Use a sketchbook for different purposes	Begin to gather and review information from different sources (primary and secondary), references and resources related to their ideas and intentions Begin to use a sketchbook for different purposes, including recording observations and planning and shaping ideas	Gather and review information from different sources (primary and secondary), references and resources related to their ideas and intentions Use a sketchbook for different purposes, including recording observations and planning and shaping ideas	Analyse and review sources and references to support their work Use a sketchbook for different purposes, including shaping ideas and developing their skills through exploration
<b>Year 4</b>	Begin to use sketchbooks and drawing to purposefully improve understanding and inform ideas	Begin to use sketchbooks and drawing to purposefully improve understanding, inform ideas Begin to use sketchbooks, together with other resources, to understand how inspiration can come from many rich and personal sources to feed into creative projects	Use sketchbooks and drawing to purposefully improve understanding, inform ideas and explore potential Use sketchbooks, together with other resources, to understand how inspiration can come from many rich and personal sources to feed into creative projects	Understand sketchbooks are places to explore personal creativity, and as such they should be experimental, imperfect, ask questions, demonstrate inquisitive exploration
<b>Year 5</b>	Begin to use sketchbooks and drawing to purposefully improve understanding, inform ideas Begin to use sketchbooks, together with other resources, to understand how inspiration can come from many rich and personal sources to feed into creative projects	Use sketchbooks and drawing to purposefully improve understanding, inform ideas and explore potential Use sketchbooks, together with other resources, to understand how inspiration can come from many rich and personal sources to feed into creative projects	Engage in open-ended research and exploration to initiate and develop personal ideas Understand sketchbooks are places to explore personal creativity, and as such they should be experimental, imperfect, ask questions, demonstrate inquisitive exploration	Confidently use sketchbooks for a variety of purposes including recording observations, developing ideas, testing materials, planning and recording information
<b>Year 6</b>	Use sketchbooks and drawing to purposefully improve understanding, inform ideas and explore potential Use sketchbooks, together with other resources, to understand how inspiration can come from many rich and personal sources to feed into creative projects	Engage in open-ended research and exploration to initiate and develop personal ideas Understand sketchbooks are places to explore personal creativity, and as such they should be experimental, imperfect, ask questions, demonstrate inquisitive exploration	Investigate, research and test ideas and plans using sketchbooks and other approaches Understand sketchbooks are places to explore personal creativity, and as such they should be experimental, imperfect, ask questions, demonstrate inquisitive exploration	Independently develop a range of ideas which show curiosity, imagination and originality