

National Curriculum 2008 Art and Design Skills Checklist

Understanding	Date
1. describe and make comparisons: <ul style="list-style-type: none"> • between their own work and that of others 	
2. experiment with and examine the methods used by other artists, craft workers and designers from different: <ul style="list-style-type: none"> • periods • places • cultures 	
3. evaluate the methods and results of their own work and that of their fellow pupils through: <ul style="list-style-type: none"> • discussion • reading • writing • reflection. 	
Investigating	
1. select and record from: <ul style="list-style-type: none"> • observation • experience • memory • imagination 	
2. investigate: <ul style="list-style-type: none"> • the natural environment • the made environment • the world of imagination using a variety of materials	
3. organise: <ul style="list-style-type: none"> • reference materials • resources to develop ideas themes and feelings	
4. keep a sketchbook to: <ul style="list-style-type: none"> • develop ideas and feelings • explore themes • experiment with processes and media • research and enquire 	
Making	
1. explore, experiment with and apply the elements of the visual, tactile and sensory language of art, craft and design which include, line, tone, colour, form, pattern, texture and shape	
2. design and make: <ul style="list-style-type: none"> • two-dimensional images • three-dimensional objects and artefacts using a range of various materials for a variety of purposes	
3. use their experience and knowledge of different materials, tools and techniques: <ul style="list-style-type: none"> • experimentally • expressively. 	