



Pupil flightpath			Mastery Steps			
GCSE target	KS2 start point	End of Y8	GENERATING IDEAS Pupils can: Skills of designing & developing ideas	MAKING Pupils can: Skills of making art, craft & design	EVALUATING Pupils can: Skills of judgement and evaluation	KNOWLEDGE Pupils can: Knowledge of process & context
8/9	117-120	4	<p><i>What skills relating to designing and developing ideas will be learned, and/or reinforced?</i></p> <ul style="list-style-type: none"> Record ideas from a variety of sources including first hand observation of objects Students will be expected to use a variety of sources to create visual design ideas Be selective in choosing inspiration from artists work/style Discussing and sharing information and ideas with their peers to generate their own design ideas Plan for a final outcome 	<p><i>What making skills and techniques will be learned?</i></p> <ul style="list-style-type: none"> Show control of colour and media Develop drawing skills using and showing an understanding of line, tone, shape colour and pattern Using initial plans to generate a final piece inspired by Surrealism and their own ideas Show understanding of colour theory Work safely 	<p><i>What skills of judgement and evaluation will be learned, and/or reinforced?</i></p> <ul style="list-style-type: none"> Express an opinion about Surrealism when speaking and writing Use descriptive and critical language Give honest and purposeful feedback to others giving strengths and identifying areas to improve Use specialist key vocabulary 	<p><i>What knowledge will be learned? About skills, techniques and processes</i></p> <p>About art, craft and design practitioners, practices and their cultural context</p> <ul style="list-style-type: none"> Research the work of Surrealism Explain the historical/cultural context artworks/artists Identify the main features/style/themes/meanings of Surrealism Use Surrealism work to help develop ideas
6/7	102-116	3+/-	<ul style="list-style-type: none"> Record some ideas from a variety of sources including first hand observation Students will be expected to use some sources to create visual design ideas Show inspiration from artists work/style Share information and some ideas with their peers to generate their own design ideas Plan for a final outcome 	<ul style="list-style-type: none"> Show some skill with colour and media Develop drawing skills using and showing some understanding of line, tone, shape colour and pattern Using initial plan to generate a final piece inspired by Surrealism and their own ideas Show some understanding of colour theory Work safely 	<ul style="list-style-type: none"> Express some opinions about Surrealism when speaking and writing Use some descriptive and critical language Give some feedback to others giving strengths and identifying areas to improve Use some specialist key vocabulary 	<ul style="list-style-type: none"> Research Surrealism Explain some of the historical/cultural context artworks/artists Identify some features/style/themes/meanings of Surrealism Use some ideas from Surrealism to help develop ideas
4/5	85-101	2+/-	<ul style="list-style-type: none"> Record an idea Students will be expected to use a source to create a visual design idea Plan for a final outcome 	<ul style="list-style-type: none"> Use colour and media Use drawing skills Generate a final piece idea linking to Surrealism Work safely 	<ul style="list-style-type: none"> Write or discuss an opinion about Surrealism Work with others when giving feedback Use key vocabulary 	<ul style="list-style-type: none"> Research Surrealism Show an understanding of the historical/cultural context artworks/artists Identify a feature/style/theme/meaning of Surrealism
2/3	80-84	1+/-	<ul style="list-style-type: none"> Record an idea Plan a final piece 	<ul style="list-style-type: none"> Use drawing and colour to generate a final piece Work safely 	<ul style="list-style-type: none"> Work with others when giving feedback. Use listening skills Use key vocabulary 	<ul style="list-style-type: none"> Research Surrealism