

KS3 Cycle Sheet—Painting Texture

Name	date	Target	SBE / BE / E / AE / SAE
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Assessment Objectives	Success Criteria	IF	U	M	+	Painting Texture					
AO1 Develop -Develop ideas through investigations, demonstrating critical understanding of sources.	Develop an understanding of how different artists use texture					Aim: brief aim of project Skills: Knowledge: Keywords: Tone, Form. Mark Making, Shape, Light, Shade, dark					
	Understanding the key words texture within painting										
	Develop an idea for a final piece based on 4 experiments										
AO2 Refine -Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes	Show an understanding of what materials you could use to express texture					Recommended Exhibitions: Tate Britain					
	Pick and edit your best pictures, showing you can reflect on work										
	Pick and edit my best experiment showing I can refine my painting skill										
AO3 RECORD - Record ideas, observations and insights relevant to intentions as work progresses	Keep my sketchbook neat and tidy, complete any homework or unfinished work					9	36	WWW: EBI			
	Show that I can annotate my thoughts and ideas in my work					8	32				
	I can complete a sustained texture drawing in my book to a high level					7	28				
AO4 PRESENT -Present a personal and meaningful response that realizes intentions and demonstrates understanding of visual	Present my final painting					6	24				
	Have 1 completed drawing mounted on paper					5	20				
						4	16				
						3	12				
						2	8				
						1	4				
						U	0				
<small>Total</small>											