

AOLE	Subject	Year	Assessment
Expressive Arts	Art		Assessment 1: Demonstrating understanding of tonal values.

Progression Table				
Progression Indicator	Skills			
Excelling	I have applied a very good range of light, midtones and shade to create the 3D form and make the skull look as realistic as possible. I have applied texture through a wide variety of mark-making techniques, which show excellent control and understanding of where it should be applied to make the skull realistic. There are strong contrasts in the work and a shadow which has been placed in the correct position in reference to the light source. The overall presentation of the drawings are of an excellent quality and demonstrate a high level of skill and understanding of the fundamentals of drawing. The evaluation is personalised, highlighting the strengths and challenges. Describing 'what went well' and 'even better if' it was to be attempted again.			
Advancing	I have applied good control when using shade, midtones and light. Light and midtones as well as shade have been applied with some variation in value and contoured on the skull to show it is a 3D form. More than one type of mark-making technique has been applied to describe visual texture, seen on the skull. Contrast can be seen to show depth in the drawing, especially through the eye sockets. Reference to a shadow is evident. The presentation is very good and the annotation includes appropriate art vocabulary.			
Securing	I have shown some control in my pencil shading and included some variation of value. Some marks have been applied that reference detail and texture on the skull. There is more variation in the shading which has made some parts slightly more 3D. I have started to use contour shading. The presentation is good and I have described what the work is in my annotation using some art vocabulary.			
Beginning	I have applied basic shading techniques to fill in the space on the skull, however, there is no variation of tone. Limited skill and mark-making is evident. My presentation is satisfactory and I have annotated my work to say what I have done.			