

Overall Curriculum Map 2019-2020

Subject: Design and Technology – ks4 Graphic Design

	TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
9	Curriculum Topics Introduction into Graphic Design – UNIT 1 Proactical Skills Sequencing: Basic knowledge of colour, typography, research skills and software well guide from year 7. Learning basic skills, transferring drawings by scanning, editing and using levels and curves for colour correction, colouring drawn images digitally.	Curriculum Topics Introduction into Graphic Design – UNIT 1 LO1 & LO2 Sequencing: : Colour & tone In depth research, reporting and experimentation on all aspects of colour in graphic design. Including colour theory, using colour for emotional response, colour psychology, colour editing for a emotional response, using colour for heirachy and ordering.	Curriculum Topics Introduction into Graphic Design – UNIT 1 LO1 & LO2 Sequencing: : Using prior knowledge as a starting point, research, reporting and experimentation in all aspects of typography. Including types of fonts, history of fonts, how to use fonts to create effect, hand drawn vs computer fonts.	Curriculum Topics Introduction into Graphic Design – UNIT 1 LO1 & LO2 Sequencing: : Line and Imagery, Research and experimentation, including directional lines, motion and movement lines, pictorial and editorial pictures, image file formats, creation of images (Illustration, photography, stock art)	Curriculum Topics Introduction into Graphic Design – UNIT 1 LO1 & LO2 Sequencing: : Imagery experiments continue. Advanced image editing and correction using photo plus, photo montage, combining illustration and photography, positive and negative imagery.	Curriculum Topics Introduction into Graphic Design – UNIT 1 LO1 & LO2 Sequencing: : Composition – research and experiments based on composition. Heirachy, white space, rule of thirds, symmetry vs asymmetry, handling a wide variety of compositional elements, swiss theory.
	Assessments: 1xWIN every 4 weeks linked to practical work or a topic test	Assessments: 1xWIN every 4 weeks linked to practical work or a topic test	Assessments: 1xWIN every 4 weeks linked to practical work or a topic test	Assessments: 1xWIN every 4 weeks linked to practical work or a topic test	Assessments: 1xWIN every 4 weeks linked to practical work or a topic test	Assessments: 1xWIN every 4 weeks linked to practical work or a topic test
	Enrichment: : Technology Club and SEND Cooking club	Enrichment: : Technology Club and SEND Cooking club	Enrichment: : Technology Club and SEND Cooking club	Enrichment: : Technology Club and SEND Cooking club	Enrichment: : Technology Club and SEND Cooking club	Enrichment: : Technology Club and SEND Cooking club
	Homework: 1 Hour per week, development of practical skill at home, subject knowledge based or planning and preparation for practical lessons	Homework: 1 Hour per week, development of practical skill at home, subject knowledge based or planning and preparation for practical lessons	Homework: 1 Hour per week, development of practical skill at home, subject knowledge based or	Homework: 1 Hour per week, development of practical skill at home, subject knowledge based or	Homework: 1 Hour per week, development of practical skill at home, subject knowledge based or	Homework: 1 Hour per week, development of practical skill at home, subject knowledge based or

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10	<p>Curriculum Topics Introduction into Graphic Design – UNIT 1 LO1 & LO2</p> <p>Sequencing: Movie poster final project. Students research, and develop the 6 core elements previously researched and experimented with to make completely different movie posters. Students to refer to previous experiments and research when writing up work, and have to discuss the 6 core components used in detail. Students to develop and embed key technical and practical skills first touched on in experiments.</p>	<p>Curriculum Topics Introduction into Graphic Design – UNIT 1 LO1 & LO2</p> <p>Sequencing: Movie poster final project. Students research, and develop the 6 core elements previously researched and experimented with to make completely different movie posters. Students to refer to previous experiments and research when writing up work, and have to discuss the 6 core components used in detail.</p>	<p>Curriculum Topics Introduction into Graphic Design – UNIT 1 LO3</p> <p>Evaluating the research, mini experiments, movie poster project in relation to skills and information learnt. Students to be reflective, name key pieces of work to demonstrate skills learnt and design decisions made.</p>	<p>Curriculum Topics Unit 02 Graphic design practice LO1</p> <p>Research and report: Examples of design practice in a chosen discipline Recognised graphic designers in a chosen discipline The characteristics of design practice</p>	<p>Curriculum Topics Unit 02 Graphic design practice LO2</p> <p>Produce a graphic design inspired by the work of a chosen graphic designer The learner must demonstrate use of: technical skills processes techniques equipment material composition</p>	<p>Curriculum Topics Unit 02 Graphic design practice LO3</p> <p>The learner must evaluate: how their design reflects the work of the graphic designer their technical skills their use of graphic design components ways of improving</p>
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11	<p>Unit 3 Graphic design practice LO1</p> <p>Sequencing: Learners will analyse the requirement of a graphic design brief. They will understand the requirements and develop some possible ideas to meet the brief. The learner will further develop an idea and present their final graphic design. Finally, the learner will analyse their work and review how they have met the brief.</p>	<p>Unit 3 Graphic design practice LO1 & 2</p> <p>Sequencing: The learner must know how to: respond to a brief develop ideas</p> <p>Produce their final graphic design idea The learner must demonstrate: technical skills effective use of resources</p>	<p>Unit 3 Graphic design practice LO3 and External Exam</p> <p>Sequencing: Review how they met the brief evaluate: the final outcome the purpose and impact of the graphic design effective use of resources what went well and not so well</p> <p>Prep for the external exam</p>	<p>Unit 4 Graphic design practice LO1 & 2</p> <p>Learners will explore working in the graphic design industry, by looking at different ways to present work to understand different types of portfolio. They will then design and create their own portfolio and review how the portfolio presents their skills as a graphic designer.</p>	<p>Unit 4 Graphic design practice LO1 & 2</p> <p>Sequencing: Review their skills as a graphic designer The learner must evaluate: strengths and weaknesses technical skills creative responses presentation skills</p>	
	<p>Assessments: 1xWIN every 4 weeks linked to NCFE criteria and based on their current work produced</p>	<p>Assessments: 1xWIN every 4 weeks linked to NCFE criteria and based on their current work produced</p>	<p>Assessments: 1xWIN every 4 weeks linked to NCFE criteria and based on their current work produced</p>	<p>Assessments: 1xWIN every 4 weeks linked to NCFE criteria and based on their current work produced</p>	<p>Assessments: 1xWIN every 4 weeks linked to NCFE criteria and based on their current work produced</p>	
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	Homework: 1 Hour per week linked to the context of NCFE ½ or exam preparation and revision	Homework: 1 Hour per week linked to the context of NCFE ½ or exam preparation and revision	Homework: 1 Hour per week linked to the context of NCFE ½ or exam preparation and revision	Homework: 1 Hour per week linked to the context of NCFE ½ or exam preparation and revision	Homework: 1 Hour per week linked to the context of NCFE ½ or exam preparation and revision	
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