



Head of Department: Mr Northey

Year 10

The course follows a two-year syllabus that encompasses the four criteria of the GCSE exam, in a variety of media. Pupils work on a three-module format that is designed to encourage an understanding of the development of Graphic Design, linking in aspects of the modern world, through social, political and historical issues. The course begins as an in depth skill based programme which enables students to become more confident in a range of design techniques. Experimentation is key to the course and students develop their ideas and knowledge of graphic designers through classwork and independent study. The course is designed to provide students with all the requisite skills and knowledge necessary to become A level students and to pursue a career in design.

Year 10	Autumn 1	Autumn 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Introduction to Graphics. 2. Designer research – Ben Frost 3. Adobe Photoshop – skills development 4. Collage design – Ben Frost 5. Collage design - Ben Frost 6. Technique – scaling a drawing 7. Continuation – scaling and drawing 	<ol style="list-style-type: none"> 1. Research – Paula Scher. 2. Adobe Photoshop – skills development 3. Music poster 4. Sports poster design. 5. Adobe Photoshop – skills development 6. Theatre poster design 7. Completion of work. A P1 – Christmas test
	Spring 1	Spring 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Research – Dan Mountford. 2. Adobe Photoshop – skills development 3. Designs in the style of Dan Mountford B/W 4. Designs in the style of Dan Mountford Colour 5. Adobe Photoshop – skills development 6. Designs inspired by Dan Mountford 	<ol style="list-style-type: none"> 1. Research – David Carson. 2. Adobe Photoshop – skills development 3. Designs in the style of David Carson. 4. Exploring different printing techniques 5. Adobe Photoshop – skills development 6. Designs inspired by David Carson
	Summer 1	Summer 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Research – Neville Brody. 2. Adobe Photoshop – skills development 3. Designs in the style of Neville Brody. 4. Magazine layout skills and research 5. Adobe Photoshop – skills development 6. Magazine Designs inspired by Neville Brody 	<ol style="list-style-type: none"> 1. Personal Project – Mind map 2. Artist/Designer research 3. Artist/Designer study 4. Artist/Designer study 5. Adobe Photoshop – skills development 6. Artist/Designer research



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Year 11

Year 11	Autumn 1	Autumn 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Evaluation of progress. Review of Yr. 10 work. 2. Personal Project Development – Brainstorming. 3. Conceptual development in relation to own ideas. 4. Personal design project - 1. 5. Personal design project - 2. 6. Development of design project – Photoshop. 7. Refinement of design –Adobe Photoshop 	<ol style="list-style-type: none"> 1. Portfolio – organisation. 2. Coursework portfolio – work completion. 3. Coursework portfolio – work completion. 4. Work evaluation for selection. 5. Final piece preparation. 6. Final piece preparation two. 7. Final piece completion
	Spring 1	Spring 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. External assignment – exam paper discussion 2. Exam preparation – contextual research 3. Exam preparation – contextual research, designers 4. Exam preparation – development of ideas 5. Practical prep work – Adobe Photoshop 6. Practical prep work – Adobe Photoshop 	<ol style="list-style-type: none"> 1. Practical prep work - experimentation 2. Practical prep work – contextual work on designers 3. Practical prep work – development of designs 4. Practical prep work – development of designs 5. Practical prep work – multimedia experimentation 6. Practical prep work – multimedia experimentation
	Summer 1	Summer 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Exam prep - experimentation 2. Exam prep – contextual work on designers 3. Exam prep – development of designs 4. Exam prep – development of designs 5. Exam prep – multimedia experimentation 6. Final idea selection /development 	<ol style="list-style-type: none"> 1. Final GCSE Practical Exam. 2. Mounting of work for presentation. 3. Internal Moderation. 4. External Moderation 5. Course ends