



Head of Department: Mr L. Northey

Year 9

The course follows a three-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 sketchbook 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.

Edexcel	Autumn 1	Autumn 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Introduction to Graphics. 2. Designer research – Ben Frost 3. Collage design – Ben Frost 4. Collage design - Ben Frost 5. Adobe photo shop – skills development 6. Technique – scaling a drawing. 7. Continuation – scaling and drawing. 	<ol style="list-style-type: none"> 1. Ben Frost contextual work. 2. Packaging – graphic design considerations. 3. Packaging – continuation. 4. Hand painting the design image. 5. Painting the design image. 6. McDonald's packaging – photo shop. 7. Completion of work. A P1 – Christmas test.
Focus/Context for Learning	Spring 1	Spring 2
	<ol style="list-style-type: none"> 1. Review of previous terms work. 2. Research – Paula Scher. 3. Music poster – style of Paula Scher. 4. Music poster – continuation. 5. Theatre poster design. 6. Transfer of images to workbook. 	<ol style="list-style-type: none"> 1. Graphic research – Barbara Kruger. 2. Photo shop – skills development. 3. Photo shop – poster design. 4. Barbara Kruger – poster design. 5. Barbara Kruger – poster design. 6. Project work – sketchbook.
Focus/Context for Learning	Summer 1	Summer 2
	<ol style="list-style-type: none"> 1. Research – Stefan Sagmeister. 2. Designing an album cover. 3. Photoshop skills development. 4. Poster design – Style of Sagmeister. 5. Poster design – style of Sagmeister. 6. Workbook dash Image transfer from computer. 	<ol style="list-style-type: none"> 1. Research on Dadaism. 2. Handmade design – Dadaism. 3. Handmade design – Dadaism. 4. Adobe Photoshop - Dadaism design. 5. Adobe Photoshop – Dadaism design. 6. AP2 – Design Test.



Edexcel	Autumn 1	Autumn 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Introduction to the year 10 course. 2. Graphic design – drawing skills. 3. Graphic design – painting skills. 4. Graphic designers – selection. 5. Graphic designers – selection. 6. Skill development – Adobe Photoshop. 7. Skill development – Adobe Illustrator. 	<ol style="list-style-type: none"> 1. Artist – influence on graphic design. 2. Artist– Influence on graphic designers. 3. Drawing skills project. 4. Drawing skills project two. 5. Photoshop Project. 6. Photoshop Project – continuation. 7. AP1 – Christmas Test.
	Spring 1	Spring 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Contextual studies – graphic designers. 2. Context of studies – graphic designers. 3. Drawing skills – sketchbook. 4. Painting skills – Sketchbook. 5. Adobe Photoshop skills – coursework development. 6. Adobe Photoshop – experimentation. 	<ol style="list-style-type: none"> 1. Portfolio work – contextual Studies. 2. Adobe Photoshop skills development. 3. Experimentation – traditional materials. 4. Experimentation – New materials. 5. Development of ideas – project work. 6. Development of ideas – continuation of project work.
	Summer 1	Summer 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Design Project – selection. 2. Design project – concept analysis. 3. Design project – contextual studies; artists’ and designers. 4. Design project – ideas development. 5. Design project – Adobe Photoshop work. 6. Design project – Adobe Photoshop work. 7. Design project – drawing work. Painting. 	<ol style="list-style-type: none"> 1. Final design development. 2. Adobe Illustrator design design. 3. Adobe Illustrator design work. 4. Transfer of the main/key images. 5. Transfer of work to sketchbook. 6. Final piece design – portfolio. AP2 – summer test.



Edexcel	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. Modification of designs – contextual relationships. 2. Design experimentation. 3. Typography development 1. 4. Typography development 2. 5. Development of work – Adobe Photoshop. 6. Development of work – Adobe Illustrator. 7. Ap1. Mock Exam.
	Spring 1	Spring 2
Focus/Context for Learning	<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. 	<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.
	Summer 1	Summer 2
Focus/Context for Learning	<ol style="list-style-type: none"> 1. Exam prep dash 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.