

GRAPHICS

YEAR GROUP	HALF TERM 1	HALF TERM 2	HALF TERM 3	HALF TERM 4	HALF TERM 5	HALF TERM 6
Y9						
KNOWLEDGE	Genre: Pop Art/Collage Artist: Ben Frost Graphic Design – juxtaposition, incorporating perspective – tone and depth Composition rules – background, middle ground, foreground	Genre: Logo Design Artist: Nike Advertising Graphic Design – Typography, incorporating perspective – tone, and spacing Composition rules – background, middle ground, foreground	Genre: Graphic Design Artist: Paula Scher Graphic Design – Typography and colour theory Composition rules – Spacing, proportion and image	Genre: Conceptual Art Artist: Barbara Kruger Graphic Design – Typography and image Composition rules – Spacing and contrast	Genre: Multimedia/Graphic Design Artist: Stefan Seigmeister Graphic Design – Typography, image and photography Composition rules – Spacing, proportion and contrast	Genre: Multimedia/Avant Garde Artist: Tristan Tzara, Marcel Duchamps. Raoul Hausmann Graphic design – juxtaposition, absurd, fantasy, political Composition rules – background, middle ground, foreground
SKILLS	How to create a Collage using mixed media Learning how to use the basic tools on Adobe Photoshop CS6 Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Selecting appropriate materials for a final response Sketchbook presentation – artist studies, composition development	Learning how to use the basic tools in Adobe Illustrator Developing knowledge in typography and logo design Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Sketchbook presentation – artist studies, composition development	Advertising Learning how to create a picture using typography Developing their knowledge of Adobe Photoshop Analysis – Describe, analyse, interpret, judgement and comparison Sketchbook presentation – artist studies, composition development	How to create an eye-catching image that makes you think Learn how her work has influenced modern culture: Memes Learning how to use the basic tools on Adobe Photoshop CS6 Analysis – Describe, analyse, interpret, judgement and comparison Sketchbook presentation – artist studies, composition development	Multimedia skills; combining digital and handmade work to create a final outcome Exploring conceptual thinking and developing knowledge of image and typography Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Sketchbook presentation – artist studies, composition development	Multimedia skills; combining digital and handmade work to create a final outcome Exploring conceptual thinking and developing knowledge of image and typography Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Sketchbook presentation – artist studies, composition development
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Y10						
KNOWLEDGE	Genre: Photography and developing Computer skills Artist: Dan Mountford Illustration: Line Drawing on Adobe Photoshop CS6 Formal Element focus: colour, shape and tone	Genre: Advertising Artist: Various Graphic Design – Commercial Design Composition rules – Spacing, proportion and image	Genre: Typography Artist: David Carson Graphic Design – Typography and Magazine Design Composition rules – Spacing, colour, contrast and image	Genre: Typography Artist: Neville Brody Graphic Design – Typography and Magazine Design Composition rules – Spacing, colour, contrast and image	Personal Project Artist: Student's choice	Personal Project Artist: Student's choice
SKILLS	Developing their knowledge of the Adobe Creative Suite Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Sketchbook presentation – artist studies, composition development	Learning how to create an eye catching design and building on prior knowledge on Adobe Photoshop and Illustrator Developing brand awareness Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Sketchbook presentation – artist studies, composition development	Learning how to create a layout for an Advertisement on Photoshop CS6 Creating multimedia handmade designs Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Sketchbook presentation – artist studies, composition development	Learning how to create a layout for a Magazine cover on Photoshop CS6 Creating multimedia handmade designs Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Sketchbook presentation – artist studies, composition development	AO1, AO2, AO3 Idea generation – mind mapping Research skills Analysis - Describe, analyse, interpret judgement	AO1, AO2, AO3 Develop ideas Research skills Analysis - Describe, analyse, interpret judgement
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Y11						
KNOWLEDGE	Personal Project Artist: Student's choice	Personal Project	Externally Set Assignment	Externally Set Assignment	Externally Set Assignment	GCSE Exam
SKILLS	AO1, AO2, AO3 Develop ideas Research skills Analysis - Describe, analyse, interpret judgement	AO2, AO3, AO4 Develop ideas Refine ideas and skills Consolidate – produce an outcome	AO1, AO2, AO3 Investigate title and develop personal ideas. Plan research and primary sources with teacher How will the student challenge themselves?	AO1, AO2, AO3 Develop and refining idea's and media Planning outcome resulting from experiments	AO1, AO2, AO3, AO4 Final testing and all sketchbook complete Prep surfaces for sustained focus (10hours) Exam paperwork	EDEXCEL Moderation
YEAR GROUP	HALF TERM 1	HALF TERM 2	HALF TERM 3	HALF TERM 4	HALF TERM 5	HALF TERM 6
Y12						
KNOWLEDGE	Theme: Past, Present and Future Artists: Various Introductory Course to Graphic Design Research on Graphic Designers	Theme: Past, Present and Future Artists: Various Coursework Portfolio: Develop theme, individual and group discussions	Theme: Past, Present and Future Artists: Various Coursework Portfolio: Contextual Studies	Theme: Past, Present and Future Artists: Various Coursework Portfolio: Refine ideas to create a final outcome	Theme: Fragments Artists: Various Introductory to Project and develop personal ideas Research on Graphic Designers	Theme: Fragments Artists: Various Coursework Portfolio: Develop theme, individual and group discussions
SKILLS	AO1, AO2, AO3 Experimentation (traditional and experimental recording materials) Work in Graphic Designer's style Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Selecting appropriate materials for a final response Sketchbook presentation – artist studies, composition	AO1, AO2, AO3 Research on Graphic Designers Work in Graphic Designers' style Develop work inspired by the Artists you have studied Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Selecting appropriate materials for a final response Sketchbook presentation – artist studies, composition	AO1, AO2, AO3 Experimentation (traditional and experimental recording materials) Development of ideas informed by contextual and other sources Controlled Assessment expectations and themes: group discussions and individual tutorials Selecting appropriate materials for a final response Sketchbook presentation – artist studies, composition	AO1, AO2, AO3, AO4 Select appropriate resources, media, materials, techniques and processes for final piece Develop their ideas through investigations informed by contextual and other sources Controlled Assessment expectations and themes: group discussions and individual tutorials Selecting appropriate materials for a final response	AO1, AO2, AO3 Experimentation (traditional and experimental recording materials) Work in Graphic Designer's style Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Selecting appropriate materials for a final response Sketchbook presentation – artist studies, composition	AO1, AO2, AO3 Research on Graphic Designers Work in Graphic Designers' style Develop work inspired by the Artists you have studied Analysis – describe, analyse and interpret and comparison Self-reflection and group critique Selecting appropriate materials for a final response Sketchbook presentation – artist studies, composition
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Y13						
KNOWLEDGE	Theme: Fragments Artists: Various Coursework Portfolio: Contextual Studies	Theme: Fragments Artists: Various Coursework Portfolio: Refine ideas to create a final outcome	Externally Set Assignment	Externally Set Assignment	Externally Set Assignment	A Level Exam
SKILLS	AO1, AO2, AO3 Experimentation (traditional and experimental recording materials) Development of ideas informed by contextual and other sources Controlled Assessment expectations and themes: group discussions and individual tutorials Selecting appropriate materials for a final response Sketchbook presentation – artist studies, composition development	AO1, AO2, AO3, AO4 Select appropriate resources, media, materials, techniques and processes for final piece Develop their ideas through investigations informed by contextual and other sources Controlled Assessment expectations and themes: group discussions and individual tutorials Selecting appropriate materials for a final response Sketchbook presentation – artist studies, composition development	AO1, AO2, AO3 Investigate title and develop personal ideas. Plan research and primary sources with teacher How will the student challenge themselves?	AO1, AO2, AO3 Develop and refining idea's and media Planning outcome resulting from experiments	AO1, AO2, AO3, AO4 Final testing and all sketchbook complete Prep surfaces for sustained focus (15hours) Exam paperwork	OCR Moderation