

## Curriculum Map – Graphics Years 9, 10 & 11

	Unit One		Unit Two	Unit Three	
	1	2	3	5	6
<u>Year 9</u>	<b>Topic Title:</b> Components of Graphic Design	<b>Topic Title:</b> Visual Language & Principles of Graphic Design	<b>Topic Title:</b> Work of Graphic Designers	<b>Topic Title:</b> Graphic Design Brief Requirements	<b>Topic Title:</b> Design Constraints
	<b>Big Questions:</b> What are Graphic Design principles and the components that make up Graphic Design?	<b>Big Questions:</b> How does using visual language within Graphics add to the success of the design? Which principles within Graphic Design are important when deciding on the appearance of your design?	<b>Big Questions:</b> What types of Graphic Design work is there, and what are their associated features?	<b>Big Questions:</b> What are the requirements of a Graphic Design brief and how do these differ depending on the design work?	<b>Big Questions:</b> What are design constraints and how do they affect a Graphic Designer?
<u>Assessment</u>	<b>Classwork topics</b> – Line Colour Composition Mini-Project – Music Flyer Tone Font Imagery <b>CFU</b> – Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics</b> – Visual Language Design Principles Mini-Project – Children’s Book <b>CFU</b> – Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics</b> – Logo’s Packaging Marketing/advertising Print publication Environmental Illustration Typography <b>CFU</b> – Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics</b> – Types of graphic design brief Brief requirements Target Market Contextual Factors <b>CFU</b> – Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics</b> – Design constraints Design components Timescales Resources <b>CFU</b> – Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.

## Curriculum Map – Graphics Years 9, 10 & 11

	Unit Four			Unit Five		Unit Six	
	1	2	3	4	5	6	7
Year 10	<b>Topic Title:</b> Planning and developmental processes	<b>Topic Title:</b> Experimenting with tools, materials and techniques.	<b>Topic Title:</b> Considerations for ongoing design review.	<b>Topic Title:</b> Digital Technical Skills	<b>Topic Title:</b> Summative Evaluation	<b>Topic Title:</b> Displaying, promoting and presenting Graphic Design work.	<b>Topic Title:</b> NEA Contextual Challenge MOCK
	<b>Big Questions:</b> What are the stages of the development process? How can we incorporate techniques, components and properties when planning graphic design work?	<b>Big Questions:</b> How can we experiment with the application of tools, materials and techniques to create the components of graphic design?	<b>Big Questions:</b> Why do we consistently review our design work throughout a project, checking the client requirements and possible problems and solutions?	<b>Big Questions:</b> How can we use digital technical skills to create, manipulate or correct an image?	<b>Big Questions:</b> How can a designer plan to effectively use their resources when planning a Graphic Design project? How can we summatively evaluate Graphic design work against the needs of your client?	<b>Big Questions:</b> What is the purpose of non-displaying, presenting and promoting your work? How can you display, present and promote your work and what considerations are there?	<b>Big Questions:</b> What will the non-exam assessment portion of your exam look like? What are the assessment objectives and how will you meet them?
Assessment	<b>Classwork topics –</b> Development Processes – planning and design development. Techniques, components and properties. Design Principles Techniques.  <b>CFU –</b> Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics –</b> Application of tools Application of materials Components of Graphic design. Experimenting with tools and materials.  <b>CFU –</b> Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics –</b> Client requirements Communication of ideas Target Audience Problems and solutions Resources.  <b>CFU –</b> Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics –</b> Digital Technical Skills Digital image correction Scan and print  <b>CFU –</b> Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics –</b> Effective use of resources. Target Audience Identify Successes Identify Improvements  <b>CFU –</b> Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics –</b> Displaying, presenting and promoting work. Enhancing design profile Digital vs physical methods of display. Self-promotion Online presence Networking Corporate, public & Independent clients.  <b>CFU –</b> Quiz, mini-whiteboards, formative assessment of designs & end of unit summative assessment.	<b>Classwork topics –</b> Mock NEA  <b>CFU –</b> Formative assessment.

## Curriculum Map – Graphics Years 9, 10 & 11

	1	2
Year 11	<b>Topic Title:</b> NEA Contextual challenge	<b>Topic Title:</b> Revision
	<b>Big Questions:</b> <i>To be given out with the NEA instructions</i> Assessment Objectives: AO1 – Recall knowledge and show understanding AO2 – Apply Knowledge and understanding AO3 – Analyse and evaluate knowledge and understanding. AO4 – Demonstrate and apply relevant technical skills, techniques and processes. AO5 – Analyse and evaluate the demonstration of relevant skills and techniques.	<b>Big Questions:</b>
Assessment	NEA marked in line with exam board assessment objectives.	CFU: HW Seneca assessments Regular exam questions

- Unit One – Thirty Lessons
- Unit Two – Ten Lessons
- Unit Three – Fifteen Lessons
- Unit Four – Thirty Lessons
- Unit Five – Twenty Lessons
- Unit Six – Fifteen Lessons