



Horizon Community College - Curriculum Overview

Subject: Graphics

Year 7 (Part of KS3 Rotation)		
	Theme	Teaching
1	Introduction to design brief Creation of theme board	Understanding a brief What is a theme board?
2	Creation of early ideas based on chosen theme	Sketching techniques
3	Completion of A3 Design sheet	Use of: Colour Ink Shading Annotation
4	Repond to teacher feedback Completion of A3 design	As required: Colour Ink Shading Annotation
5	Creating a B&W Template for construction Introduction to Soldering	Solid Dotted lines Scanning images What is soldering How to solder safely
6	Template and Soldering Development	Soldering and Inkwork as required
7	Introduction to Photoshop as a tool for colour and shade	Photoshop tools File management Adding colour and shade to an online example
8	Soldering development and Photoshop Template Development	Importing scan File management Adding colour and shade
9	Introduce Construction Methods 1	Printing from Photoshop Use of laminator Cutting out safely using scissors and blades
10	Introduce Construction Methods 2	Scoring and folding Adding slots Adding double sided tape
11	Contruction development	As required: Cutting Soldering Sticking Satefy
12	Contruction development	As required: Cutting Soldering Sticking Satefy
13	Completion of Paper Dude Model and design work	As required: Cutting Soldering Sticking Satefy
14	Reflection / Review of project	How to evaluate progress Ideas for the future
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Year 8 (Part of KS3 Rotation)		
	Theme	Teaching
1	Introduction to design brief	Designing for a client - what are the client/customer needs
2	Research - theme board	How to gather effective research which will help you as a designer.
3	Product analysis	Analysis of 2 contrasting logo designs
4	How to write a specification	Using 'ACCESSFM' to write a product specification.
5	Logo Ideas - pencil sketches	Designing ideas to meet the requirements of a specification.
6	Logo Ideas - spot rendering and annotation	Annotating designs effectively.
7	Logo development - colour theory	Selecting the most appropriate designs to develop. Start to develop a logo using ICT.
8	Logo development - typography	Effective use of typography within logo designs.
9	Final logo design	Selecting the best elements of the logo to produce a final design
10	Existing designers	Investigate a selection of existing designers - picking key elements of their design style.
11	Design chocolate bar wrapper	How to design in the style of an existing designer.
12	Make wrapper	Making a graphic design, taking into consideration the constraints of the product.
13	Reflection/review	Carry out a review of graphic designs against a set criteria.
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Year 9 (Part of KS3 Rotation)		
	Theme	Teaching
1	Introduction to brief	Analysis of brief - decide upon chosen festival theme
2	Research	Look into all aspects of promotional merchandising for festivals
3	Colour Theory	Primary, secondary, contrasting and complementary colours
4	Linking colour theory to existing designs	Investigate existing graphic designs which display effective use of colour
5	Typography Theory	The 4 main font categories and use of contrasting fonts
6	Linking typography theory to existing designs	Investigate existing graphic designs which display effective use of typography
7	Design festival logo	Designing ideas to meet the requirements of a design brief.
8	Develop festival logo	Developing a design, with the emphasis on colour and typography
9	Designing to a specification	Producing a specification that designs can be assessed against
10	Creative design tips	Designing creative tickets for the festival - linking to the theme of the event.
11	Experimentation	Selecting appropriate ideas to develop and experimenting with the graphic design components
12	Smart materials	Introduce smart/modern materials used within graphic design
13	Manufacture of final ticket design	Use of CAD/CAM in manufacturing of graphic products in school including relevant smart materials
14	Pop-up mechanisms	How pop-ups can be used as a promotional item - simple pop-up mechanisms
15	Sketch modelling	Use sketch modelling to create a range of ideas using pop-up mechanisms.
16	Make pop-up promotional material	Use of 2D design and photoshop to create the promotional merchandise
17	Make pop-up promotional material	Use of 2D design and photoshop to create the promotional merchandise
18	Reflection/review	Carry out a review of graphic designs against a set criteria - as done in the graphics external assessment