



**Subject: Graphics**

| Year 10 (NCFE Graphic Design) |   |   |
|-------------------------------|---|---|
| wk                            | Theme   | Teaching  |
| 1                             | UNIT 1 Introduction to graphic design - colour theory | Introduce students to the 6 components of graphic design -investigate colour theory               |
| 2                             | Colour theory + Colour theory in action               | Complete the elements of colour theory - look at colour on existing graphic designs               |
| 3                             | Logo designs including final design as line drawing   | Effective logo designing. Use of 2D design tools  |
| 4                             | Colour experiments                                    | Experiment with all aspects of colour on line drawing of logo                                     |
| 5                             | Continue colour experiments + annotation              | Evaluate effectiveness of current experimentation, continue with experiments, annotating designs. |
| 6                             | Line theory   | How line is used within graphic design  |
| 7                             | Line experiments                                      | Experiment with all aspects of line on logo   |
| 8                             | Line experiments + annotation                         | Evaluate effectiveness of current experimentation, continue with experiments, annotating designs. |
| 9                             | Typography theory                                     | How typography is used within graphic design  |
| 10                            | Typography experiments                                | Experiment with all aspects of tone on logo   |
| 11                            | Typography experiments + annotation                   | Evaluate effectiveness of current experimentation, continue with experiments, annotating designs. |
| 12                            | Tone  | How tone is used within graphic design  |
| 13                            | Tone experiments                                      | Experiment with all aspects of tone on logo   |
| 14                            | Tone experiments + annotation                         | Evaluate effectiveness of current experimentation, continue with experiments, annotating designs. |
| 15                            | Layout & Composition                                  | How different layouts are used within graphic design  |
| 16                            | Layout & Composition experiments                      | Experiment with all aspects of layout and composition on logo                                     |
| 17                            | Layout & Composition experiments + annotation         | Evaluate effectiveness of current experimentation, continue with experiments, annotating designs. |
| 18                            | Imagery   | How different types of images are used within graphic design                                      |
| 19                            | Imagery experiments                                   | Experiment with all aspects of imagery on logo  |

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|                               | Theme   | Teaching   |
| 20                            | Imagery experiments + annotation                                      | Evaluate effectiveness of current experimentation, continue with experiments, annotating designs.  |
| 21                            | Analysis of an existing product                                       | Analyse existing poster designs looking at the 6 design components.  |
| 22                            | UNIT 2<br>Tgraphic Design Practice                                    | Introduction to Unit 2 - Look at the 7 disciplines within graphic design   |
| 23                            | Research chosen discipline  | Students to select a discipline to further investigate considering their strengths, look at the different elements to research within that discipline. |
| 24                            | Research 1st chosen designer  | Within chosen discipline look at suitable designers to research - start to investigate their research style.   |
| 25                            | Research 2nd chosen designer  | Selecting 2nd designer - how to link their style to the 6 design components  |
| 26                            | Research 3rd chosen designer  | Selecting 3rd designer - what source of research has been the most valuable  |
| 27                            | Producing a graphic design inspired by the work of a graphic designer | Selection of a garphic designer to base designs around. Key components relating to that designers style  |
| 28                            | Initial ideas for album cover   | Producing ideas that link to style of chosen designer  |
| 29                            | Creating album cover  | Experimenting with technical skills  |
| 30                            | Creating album cover  | Experimenting with a range of processes  |
| 31                            | Creating album cover  | Experimenting with different materials   |
| 32                            | Creating album cover  | Experimenting with a range of equipment  |
| 33                            | Creating album cover  | Experimenting with composition   |
| 34                            | Preparation for external assessment                                   | Preparation for external assessment  |
| 35                            | Preparation for external assessment                                   | Preparation for external assessment  |
| 36                            | External assessment   | External assessment  |
| 37                            | Review  | How final design reflects the work of chosen designer  |
| 38                            | Review  | Reviewing use of the graphic design components   |
| 39                            | Review  | Effective mprovement of future work/their own practice   |



**Subject: Graphics**

| Year 11 (NCFE Graphic Design) |  |   |
|-------------------------------|--|---|
| wk                            | Theme  | Teaching  |
| 1                             | UNIT 3 Responding to a graphic design brief        | Understanding Unit 3 and the requirements of a graphic design brief   |
| 2                             | Responding to the chosen brief                     | Analysing a brief , demonstrating an understanding of its requirements  |
| 3                             | Developing ideas                                   | Developing ideas in response to a brief   |
| 4                             | Experiments  | Demonstrating effective selection and application of technical skills   |
| 5                             | Experiments  | Evidencing materials and processes  |
| 6                             | Experiments  | Describing the purpose and impact of the processes used   |
| 7                             | Experiments  | Identifying WWW/EBI in relation to design brief   |
| 8                             | Experiments  | Effective use of resources in the execution of the graphic design   |
| 9                             | Final Outcome                                      | Selection of the most appropriate experiments to produce a design that is accurate, relevant and meets the requirements of the brief. |
| 10                            | Review of the final outcome                        | How pupils approached and resolved the challenges presented by the brief  |
| 11                            | Review of the final outcome                        | Detailed WWW/EBI in relation to the design brief  |
| 12                            | Review of the final outcome                        | Opportunities for development/improvement of final graphic design   |
| 13                            | UNIT 4 Graphic Design Portfolio                    | Exempler portfolios, deciding on a suitable portfolio style   |
| 14                            | Employment opportunities in graphic design         | Different careers within graphic design   |
| 15                            | Employment opportunities in graphic design         | The types of graphic design within different graphic design careres   |
| 16                            | Entry and progression routes                       | How to get into the graphic design industry   |
| 17                            | Entry and progression routes                       | Career progression routes within graphic design   |
| 18                            | Characteristics of digital and physical portfolios | How work is presented   |
| 19                            | Characteristics of digital and physical portfolios | How working in the graphic design industry and presentation formats are linked  |

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|                               | Theme                                  | Teaching  |
| 20                            | Selection of format                    | Evaluation of reserch gathered, selection of appropriate portfolio style                    |
| 21                            | Preparation for external assessment    | Preparation for external assessment   |
| 22                            | External assessment                    | External assessment   |
| 23                            | Selection of work for portfolio        | Presenting a range of skills within a graphic design portfolio                              |
| 24                            | Producing portfolio                    | Breadth of work - selecting appropriate graphic design work                                 |
| 25                            | Producing portfolio                    | Demonstration of technical skills used to overcome challenges of editing and compiling work |
| 26                            | Producing portfolio                    | Using a range of presentation skills  |
| 27                            | Producing portfolio                    | Evidence required in completed portfolio  |
| 28                            | Reviewing skills as a graphic designer | Evaluate strengths and weaknesses   |
| 29                            | Reviewing skills as a graphic designer | Identifiyiing creative reponses and explaining how these have affected design work          |
| 30                            | Reviewing skills as a graphic designer | Describing the impact of different factors upon design work                                 |
| 31                            | GCSE Exams start                       |   |
| 32                            |  |   |
| 33                            |  |   |
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| 35                            |  |   |
| 36                            |  |   |
| 37                            |  |   |
| 38                            |  |   |
| 39                            |  |   |