Curriculum Overview 2024-25

Graphic Design

Week Beg.	Year 7 (Class of 2029)	Year 8 (Class of 2028)	Year 9 (Class of 2027)	YEAR 10 (Class of 2026)	YEAR 11 (Class of 2025)
02-Sep			Rotation 1	Introduction to course and starter mini project: CampaignPoster project	Introduction to year 11 expectations. Self assessment/review of year 10 theme "messages" and target setting. Show of 2024 examplars.
09-Sep			Understanding principles and designer research	Understanding principles of design and designer research	Introduction to new designers and recap on applying design principles to outcome. Mini intro task.
16-Sep			Using a range of materials and techniques tc create text imagery	Using a range of materials and techniques to create tex imagery	Tutorials. Drafting new ideas for new graphic design outcomes based on CW FB
23-Sep			Digital editing apps to recreate new typographic imagery	Using a range of materials and techniques to create tex imagery	Tutorials. Drafting new ideas for new design outcomes based on FB. Personal development tasks preparing for 5 hour mock exam
30-Sep			Introduction to Festival theme	Using a range of materials and techniques to create tex imagery	Tutorials. Drafting new ideas for new design outcomes based on FB. Personal development tasks preparing for 5 hour mock exam
07-Oct			Research around own project idea.Collecting imagery	Digital editing apps to recreate new typographic imagery	Tutorials. Drafting new ideas for new design outcomes based on FB. Personal development tasks preparing for 5 hour mock exam
14-Oct			Creating a draft outcome alongside prep ready for assessment- week 1	Compostion development : Hand rendering layouts	Tutorials. Creating new ideas for new design outcomes based or FB. Personal development tasks preparing for 5 hour mock exam
21-Oct			Creating a draft outcome alongside prep ready for assessment-week 2	Digital composition development and final poster designs	5 hour mock exam: creating outcomes
HT					
04-Nov			Refining outcome in light of feedback.	Introduction to Component 1 Theme	Continuation of making outcomes and process documentation in folders.
11-Nov			Exhibition	Introduction to and research of designers, filmmakers, advertising, photographers	Continuation of making outcomes and process documentation in folders.
18-Nov			Rotation 2	Introduction to and research of designers, filmmakers, advertising, photographers	Continuation of making outcomes and process documentation in folders.
25-Nov			Understanding principles and designer research	Developing draft personal project ideas and project proposal	Continuation of making outcomes and process documentation in folders.
02-Dec			Using a range of materials and techniques tc create text imagery	Developing draft personal project ideas and project proposal	Professionally photographing final outcomes for final marking.
09-Dec			Digital editing apps to recreate new typographic imagery	Research around own project idea.Collecting imagery	Final CW week, preparing for folder hand in.
16-Dec			Introduction to Festival theme	Research around own project idea.Collecting imagery and learning how to annotate effectively. Photoshoots	**60% coursework (component 1) hand in**
X-mas					
06-Jan			Research around own project idea.Collecting imagery	Experimenting with materials and techniques in response to own ideas/ photos in style of designers..	Introduction to 40% Component 2 ESA. Exploringthe theme/researching designers and initial ideas.
13-Jan			Creating a draft outcome alongside prep ready for assessment- week 1	Experimenting with materials and techniques in response to own ideas/ photos in style of designers..	theme.Documenting initial ideas. Analysing designers work and sources.
20-Jan			Creating a draft outcome alongside prep ready for assessment-week 2	Creating a draft outcome alongside prep ready for assessment	Gathering primary and secondary source materials: Drawing, Photography.Responding in a broad range of materials/tools/techniques.
27-Jan			Refining outcome in light of feedback.	Creating a draft outcome alongside prep ready for assessment	Gathering primary and secondary source materials: Drawing, Photography.Responding in a broad range of materials/tools/techniques.
03-Feb			Exhibition	Self and peer assessment review.	Selecting design processes fit for purpose to facilitate high quality outcomes. Typography explanation.
10-Feb			Rotation 3	Refining outcome in light of feedback.	Use of Type in Graphic design. Principles of design in light of owr image experimentation.
HT					
24-Feb			Understanding principles and designer research	Experimenting with new techniques and digital apps. New directions of personal projects.	Review of outcomes made from HT. Initial ESA assessment and I
03-Mar			Using a range of materials and techniques tc create text imagery	Experimenting with new techniques and digital apps. New directions of personal projects.	Refinement of processes, documentation and of final outcomes.
10-Mar			Introduction to Festival theme	Individual tutorials to develop project ideas and further outcomes. Monitoring progress.	Refinement of processes, documentation and of final outcomes.
17-Mar			Creating a draft outcome alongside prep ready for assessment- week 1	Individual tutorials to develop project ideas and further outcomes. Monitoring progress.	Creating draft outcomes and finalising all developmental work in design folders.
24-Mar			Creating a draft outcome alongside prep ready for assessment-week 2	Individual tutorials to develop project ideas and further outcomes. Monitoring progress.	Creating draft outcomes and finalising all developmental work in design folders.Timeline paper add for 10 hour exam.
31-Mar			Refining outcome in light of feedback.	Individual tutorials to develop project ideas and further outcomes. Monitoring progress.	EXAM: 10 hour sustained outcome peice(s)
Easter					
21-Apr			Refining outcome in light of feedback.	Planning for end of year 10 assessments	Return to Component 1(Refinement)
28-Apr			Exhibition	Research led investigations of examplar materials to support new ideas. Respondingnding to new designers to improve quality of outcomes.	CW hand in 02 May
05-May			Rotation 4	Research led investigations of examplar materials to support new ideas. Respondingnding to new designers to improve quality of outcomes.	End of course and internal moderation
12-May			Understanding principles and designer research	Decision making for 5 hour test outcome based on folder evidence	End of course and internal moderation
19-May			Using a range of materials and techniques tc create text imagery	Decision making for 5 hour test outcome based on folder evidence	**End of course and internal moderation**
HT					
02-Jun			Introduction to Festival theme	Start of 5hr hour test	**End of course and internal moderation**
09-Jun			Research around own project idea.Collecting imagery	Conclusion of 5 hour test	
16-Jun			Creating a draft outcome alongside prep ready for assessment- week 1	**Documenting all developmental evidence for design folders**	
23-Jun			Creating a draft outcome alongside prep ready for assessment-week 2	**Documenting all developmental evidence for design folders**	
30-Jun			Refining outcome in light of feedback.	Final end of year 10 exhibition and summarise assessment grade so far	
07-Jul			ALW	Work experience	
14-Jul			Exhibition	Personal evaluations of successes es and setting of summer holiday work	
21-Jul					