



# Curriculum Summary Document

## Year 10 GCSE Graphics

Module/Unit of Learning	Term Taught	What will students learn?	How will this build a broad and strong foundation?	Links to other subjects
Introduction to GCSE Graphics course: Research and media experimentations on the theme of EVOLUTION.	1	<p>Introduction to a range of designers, design movements and typographers. Learners respond to their work and learn how to create effective design sheets.</p> <p>Introduction to design brief 1 that supports learners to develop ideas and concepts within the GCSE assessment matrix framework. Learners focus on the design principles, colour, typographic style, illustration, photography, layout, alignment and concept in order to create body of work that demonstrates the creative process as well as decision making about the final outcome(s)</p> <p>Students will be offered a range of design brief options to suit individual interests. The mini design brief introduces learners to the Adobe apps and other digital apps on IPADS to create work with professionalism. This unit continues to February half term.</p>	Curriculum designed to address the GCSE assessment matrix in particular A01, A02 and A03. Experimentation In a range of media develops skills in preparation for sustained outcomes in future.	History, Geography, English Literature, Film, Philosophy. Focus on ORACY to build confidence in talking about the creative process.
Theme: EVOLUTION	2	<p>Refinement of design brief 1 and exhibition of outcomes before Feb HT.</p> <p><b>Introduction to Design brief 2</b> that forms the main in body of coursework (60%). Learners begin to re develop ideas and new directions of own work, focusing on a specialism for the Graphics endorsement.</p> <p><b>Choices are:</b> illustration, film/video/moving image (multi media including sound and SFX) advertising and branding, typography, design for print, packaging design, signage</p> <p><b>Students create a negotiated teacher/student agreed design proposal</b> based on up to 2 focus areas that fulfil the GCSE assessment matrix. Experimentation is key as is reading around the subject matter and taking an interest in current design trends, social media and advertising platforms.</p>	A focus on RECORDING and EXPERIMENTATION supports the development of personal responses for A04.	History, Geography, English Literature, Film, Philosophy, Sociology. Focus on ORACY to build confidence in talking about the creative process.
Theme: EVOLUTION	3	<p>Continuation of design brief culminating in completed design folder and series of outcomes presented in physical form as well as digitally.</p> <p>Year 10 Mock exam time: 5hrs to prepare for year 11</p> <p>Focus on annotation and explanation to support the quality of visual communication.</p>	All GCSE assessment criteria are addressed supporting students to work with independence as they progress through the course, into year 11 preparing them for the ESA unit.	History, Geography, English Literature, Film, Philosophy, Sociology. Focus on ORACY to build confidence in talking about the creative process.