

Long-Term Curriculum Plan	Key Stage 4	Subject Area: Art and Design: Graphic Communication	
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Year	Study Modules Assessment	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term2	Summer Term 1	Summer Term 2
Year 10	Study Modules	<p>Food packaging</p> <ul style="list-style-type: none"> -responding to a brief and mind mapping -mark making and tonal study in pencil and fine liner -annotation and evaluation of mark making 	<p>Food Packaging</p> <ul style="list-style-type: none"> -artist research -digital illustration -typography -colour theory -working from primary photos 	<p>Food Packaging</p> <ul style="list-style-type: none"> -Photoshoot development -composition and application of Formal Elements to primary photographs -use of Photoshop and Illustrator to digitise and develop primary photographs 	<p>Food Packaging</p> <ul style="list-style-type: none"> -museum research, observational drawing and primary source photos based on gallery visit -refine mood board, artist research and experimentation with paper cut-outs and packaging nets 	<p>Food Packaging</p> <ul style="list-style-type: none"> -initial design ideas and development -typography and refining and adapting typeface -colour and composition studies 	<p>Food Packaging</p> <ul style="list-style-type: none"> -refining of ideas leading to the creation of a final piece. -final design -evaluation and reflection on overall project and final outcome
	Assessment	Externally assessed by Edexcel exam board					
	Builds upon	<ul style="list-style-type: none"> -Formal Elements -colour theory -drawing skills -computing skills -design skills -analysis of design 	<ul style="list-style-type: none"> -Formal Elements applied to graphic design -using Adobe Photoshop -using Adobe Illustrator -analysing products 	<ul style="list-style-type: none"> -using Adobe Photoshop -using Adobe Illustrator -development and annotation of ideas 	<ul style="list-style-type: none"> -Formal Elements -colour theory -analysis of other designers' and artists' work -using Adobe Illustrator 	<ul style="list-style-type: none"> -typography -Formal Elements -colour theory -using Adobe Illustrator 	<ul style="list-style-type: none"> -development of digital ideas -typography -Formal Elements -colour theory -using Adobe Illustrator

	Introduces	<ul style="list-style-type: none"> -Formal Elements applied to graphic design -using Adobe Photoshop -using Adobe Illustrator -analysing products 	<ul style="list-style-type: none"> -advanced use of the pen tool in Adobe Illustrator -working in the style of an artist -how to analyse artists' work -use of recolour tool in relation to colour theory 	<ul style="list-style-type: none"> -use of shape tool in Illustrator -considering different filters -tools to edit photographs 	<ul style="list-style-type: none"> -gallery visit and documentation of artwork under a given theme -applying research to develop and refine ideas -experimentation with paper cut-outs and packaging nets 	<ul style="list-style-type: none"> -creating an original typeface -considering warping -how to use primary and secondary research to develop ideas 	<ul style="list-style-type: none"> -creating 3D products -making a final piece within a specified time -how product(s) fit into a situation (insitu)
Year 11	Study Modules	<p><u>Poster Project</u></p> <ul style="list-style-type: none"> -mind mapping and exploring a task -analysis of existing product -initial mood board -statement of intent -artist research and working in the style of an artist -creation of initial design ideas -document process of creating a digital outcome -produce final outcome 	<p><u>Graphics Exploration</u></p> <ul style="list-style-type: none"> -artist research and working in the style of an artist -initial design ideas -document process of creating a digital outcome -produce final outcome 	<p><u>Preparation for Externally Assessed Assignment</u> (released by the exam board at the beginning of January)</p>			

	Assessment	Externally assessed by Edexcel exam board			
	Builds upon	<ul style="list-style-type: none"> -mind mapping and exploring a task -creating and using a mood board 	<ul style="list-style-type: none"> -colour theory -using artist research as a basis for creating designs -producing a final outcome 	<ul style="list-style-type: none"> -development, experimentation and refining of ideas in response to a given theme -creating 2D and 3D graphic products for a final outcome within a specified time 	
	Introduces	<ul style="list-style-type: none"> -use of additional tools in Illustrator and Photoshop, tailored to the task -more advanced Fine Art and digital drawing skills -experimentation with collage and printmaking 	<ul style="list-style-type: none"> -use of additional tools in Illustrator and Photoshop, depending on the task, working with new materials (e.g. fabric) -a range of merchandise for purpose leading up to a final outcome 	<ul style="list-style-type: none"> -use of additional tools in Illustrator and Photoshop, tailored to the Externally Assessed Assignment topic -experimentation and working with new materials (e.g. fabric) 	