



Graphics KS3 Curriculum Map

Art and Design National Curriculum - **Key Concepts**; Creativity. Competence. Cultural understanding. Critical understanding.  
**Key Processes**; Explore and create. Understand and evaluate. **Range and content. Curriculum opportunities.**

Create Rotation 9 weeks / 18 lessons									
Year	Week 1-2	Week 3-4	Week 5-6	Week 7-8	Week 9-10	Week 11-12	Week13-14	Week 15-16	Week 17-18
<b>Year 7</b>	<b>Promotional Chocolate Bar Wrapper Design</b>								
	<b>Lesson 1</b> - Design Brief and Introduction to Branding <b>Lesson 2</b> - Research Moodboard Promotional Products	<b>Lesson 3/4</b> - Modelling Typography and Rendering Techniques	<b>Lesson 5/6</b> – Target Audiences.	<b>Lesson 7</b> - Hierarchy <b>Lesson 8</b> - Initial Design Ideas.	<b>Lesson 9/10</b> - Design Ideas	<b>Lesson 11/12</b> - Design Development.	<b>Lesson 13/14</b> - Adobe Fireworks Tutorials	<b>Lesson 15/16</b> - Adobe Making Final Design	<b>Lessons 17-</b> Project Evaluation <b>Lesson 18</b> - DIRT
<i>Example of skills covered</i>	<ul style="list-style-type: none"> <li>Discussion analysis design brief and context</li> <li>HW task research Paralympic Values</li> <li>SMSC- cultural understanding of branding</li> <li>Discriminating and selecting appropriate products</li> <li>Analysing</li> </ul>	<ul style="list-style-type: none"> <li>Modelling and creating original typography</li> <li>Basic 2d and 3D rendering techniques</li> </ul>	<ul style="list-style-type: none"> <li>Studying different target audiences</li> <li>Applying knowledge to designs</li> <li>Peer assessment</li> </ul>	<ul style="list-style-type: none"> <li>Studying examples</li> <li>Creativity</li> <li>Applying knowledge</li> <li>Identifying success criteria</li> <li>Measuring</li> <li>Context of designing packaging use of nets</li> <li>Spatial awareness</li> </ul>	<ul style="list-style-type: none"> <li>Studying examples</li> <li>Creativity</li> <li>Applying knowledge</li> <li>Identifying success criteria</li> <li>Measuring</li> <li>Context of designing packaging use of nets</li> <li>Spatial awareness</li> <li>HW – Packaging Design Company Research. P and W</li> </ul>	<ul style="list-style-type: none"> <li>Developing</li> <li>2D Designing</li> <li>Modelling and rendering typography</li> <li>Knowledge of colour theory</li> <li>Applying knowledge of hierarchy and packaging nets</li> </ul>	<ul style="list-style-type: none"> <li>New technology – Adobe Fireworks industry standard software</li> <li>Problem solving</li> <li>Applying knowledge</li> <li>Measuring</li> <li>Replication</li> </ul>	<ul style="list-style-type: none"> <li>New technology – Adobe Fireworks industry standard software</li> <li>Problem solving</li> <li>Taking risks</li> <li>Applying knowledge</li> <li>Measuring</li> <li>CAD design realisation</li> <li>Replication</li> </ul>	<ul style="list-style-type: none"> <li>Applying knowledge</li> <li>Success criteria</li> <li>Measuring</li> <li>Accuracy</li> <li>Development of design</li> <li>3D design realisation</li> <li>Evaluation</li> </ul>
<b>Year 8</b>	<b>Personification Mugs</b>								
	<b>Lesson 1</b> - Design Brief and Introduction to fonts/typography <b>Lesson 2</b> – Replicating typography	<b>Lesson 3</b> - Rendering Typography <b>Lesson 4</b> – Font Designs	<b>Lesson 5</b> – Research Moodboard Personification and Anthropomorphism <b>Lesson 6</b> – Paul Thurlby or Jon Burgerman Study	<b>Lesson 7</b> Paul Thurlby or Jon Burgerman Study <b>Lesson 8</b> – Initial Design Ideas	<b>Lesson 9</b> – Initial Design ideas <b>Lesson 10</b> – Design Development	<b>Lesson 11</b> - Design Development <b>Lesson 12</b> – Adobe Illustrator Tutorial	<b>Lesson 13</b> - Adobe Illustrator Tutorial <b>Lesson 14</b> - Adobe Making Final Design	<b>Lesson 15/16</b> - Adobe Packaging Design	<b>Lessons 17/18</b> - Making Final Design and Project Evaluation
<i>Example of skills covered</i>	<ul style="list-style-type: none"> <li>Design brief and context</li> <li>HW task research</li> <li>SMSC- cultural understanding of fonts</li> <li>Classifying and selecting appropriate fonts</li> <li>Modelling accuracy</li> </ul>	<ul style="list-style-type: none"> <li>Advanced 2d and 3D rendering techniques</li> <li>Modelling and creating original fonts</li> </ul>	<ul style="list-style-type: none"> <li>Researching key terms</li> <li>HW – Artist Research. Paul Thurlby or Jon Burgerman</li> <li>Applying knowledge and developing identified Artist's techniques</li> <li>Peer assessment</li> </ul>	<ul style="list-style-type: none"> <li>Applying knowledge and developing identified Artist's techniques</li> <li>Studying examples</li> <li>Creativity</li> <li>Applying knowledge</li> <li>Identifying success criteria</li> <li>Measuring</li> <li>Spatial awareness</li> </ul>	<ul style="list-style-type: none"> <li>Creativity</li> <li>Applying knowledge</li> <li>Identifying success criteria</li> <li>Measuring</li> <li>Spatial awareness</li> <li>2D Designing</li> <li>Modelling and rendering typography</li> <li>Developing</li> </ul>	<ul style="list-style-type: none"> <li>Developing</li> <li>2D Designing</li> <li>Modelling and rendering typography</li> <li>New technology – Adobe Illustrator industry standard software</li> <li>CAD design realisation</li> </ul>	<ul style="list-style-type: none"> <li>New technology – Adobe Illustrator industry standard software</li> <li>Problem solving</li> <li>Taking risks</li> <li>Applying knowledge</li> <li>Measuring</li> <li>Replication</li> </ul>	<ul style="list-style-type: none"> <li>New technology – Adobe Illustrator industry standard software</li> <li>Problem solving</li> <li>Applying knowledge of packaging</li> <li>Legal requirements</li> <li>Measuring</li> <li>CAD design realisation</li> <li>Grids and Nets</li> </ul>	<ul style="list-style-type: none"> <li>Applying knowledge</li> <li>Success criteria</li> <li>Measuring</li> <li>Accuracy</li> <li>Development of design</li> <li>3D design realisation</li> <li>Evaluation</li> </ul>