



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