Graphics GCSE Year 10

Term 1	Term 2	Term 3
Experimentation The course will start with an exploration of what Graphics is and how to communicate messages through image and text. They will practice a range of skills as they experiment with typography, such as; drawing, collage, print, stencilling and Photoshop. During this term, students will take a trip to Liverpool to explore the structures and a gallery visit and record through drawing, annotation and photography.	Working to a set brief: Character Design Students will explore the work of several artists to inspire their character designs. This project will also allow them to develop and stretch their imaginations. They will form an understanding of how character design fits into the creative industries; such as animation, album covers, gaming, film, books, advertisement campaign and fashion.	Working to a set brief: Environmental Campaign Students will be asked raise awareness of current environment issues; providing them with more understanding of another aspect to Graphic Design and its place within the creative industries. Aspects of this project will encourage pupils to draw from observation.
 Knowledge and Skills Drawing Painting Mixed media/collage Artist analysis Print Photoshop 	 Knowledge and Skills Drawing Painting Mixed media/collage Artist analysis Print Photoshop 	 Knowledge and Skills Drawing Painting Mixed media/collage Artist analysis Print Photoshop

Assessment				
An ability to explore a variety of	An ability to record from a range	An ability to record from a range		
media and to produce a	of sources and work from the	of sources and work from the		
personal response.	artists, demonstrating a contextual	artists, demonstrating a contextual		
	understanding.	understanding.		

Year 11 Graphics Term 1	Year 11 Graphics Term 2	Year 11 Graphics Term 3
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Personal Project Students will be provided with a theme to respond to. Students will follow the creative process in order to develop a personal response: Researching, exploring and investigating a wide range of sources. Experimenting with a variety of materials and techniques which link to the sources studied. Recording ideas, and how they change and evolve, throughout the process through drawing and annotation.	Personal Project Students continue to develop their personal outcomes and responses. Opportunities to develop and extend ideas further using Photoshop will be offered. The end of Term 2 is the deadline for Component 1 which is the portfolio. This is made up of a selection of work from Year 10 and one sustained project which is the personal project from Year 11. Time during this term will also be	Year 11 Graphics Term 3 Externally set assignment In January, AQA release a range of starting points for the externally set assignment. Students will select one starting point and begin a preparation period, following the creative process, leading to the realisation of intentions during the 10 hour supervised time. The 10 hours will take place over two school days in the Graphics rooms, in exam conditions. (This typically takes place in April)
Develop a personal response which is a product of the creative process.	spent ensuring that Component 1 is complete.	
Knowledge and skills		
Analysis	Analysis	Analysis
Refinement	Refinement	Refinement
Experimentation and selection	Experimentation and selection	Experimentation and selection
techniques appropriate to individual	techniques appropriate to	techniques appropriate to
projects	individual projects	individual projects
Assessment		
Effort and engagement in class	Effort and engagement in class	Effort and engagement in class
Development of ideas through analysis of	Development of ideas through analysis	Development of ideas through
sources (24 marks) Analysis of artist and source and how this knowledge influences the development of your ideas.	of sources (24 marks) Analysis of artist and source and how this knowledge influences the development of your ideas.	analysis of sources (24 marks) Analysis of artist and source and how this knowledge influences the development of your ideas.
Refine work through experimentation	Refine work through experimentation	Refine work through experimentation
(24 marks)	(24 marks)	(24 marks)
Experimenting with a wide range of materials and selecting the right technique and process to use to help develop your idea.	Experimenting with a wide range of materials and selecting the right technique and process to use to help develop your idea.	Experimenting with a wide range of materials and selecting the right technique and process to use to help develop your idea.
Recording ideas relevant to intentions	Recording ideas relevant to intentions	Recording ideas relevant to intentions
(24 marks)	(24 marks)	(24 marks)
Ideas are recorded through drawing and annotation and are related to your intentions.	Ideas are recorded through drawing and annotation and are related to your intentions.	Ideas are recorded through drawing and annotation and are related to your intentions.
Present a personal and meaningful response	Present a personal and meaningful	Present a personal and meaningful
(24 marks)	response (24 marks) The whole process of analysing,	response (24 marks) The whole process of analysing,
The whole process of analysing, experimenting and investigating leads you to a personal response which is clearly linked to your intentions.	experimenting and investigating leads you to a personal response which is clearly linked to your intentions.	experimenting and investigating leads you to a personal response which is clearly linked to your intentions.