



Topic name	Term	Skills developed	Prior learning	Next link in curriculum
Nostalgia	Autumn	- To gain knowledge and understanding for a specific decade from 1940-90s looking at a variety of sources for example fashion, colours, lettering, shapes, patterns, textiles, surfaces, objects, music and musicians, album covers, films, literature, famous people, key events and moments in history, art movements etc. - To develop a Mind map of ideas based on a specific decade. - To explore colour/ colour theory and its application in graphic design. Explore types of colour groups and colour perception. Investigate a single colour for a specific decade and look at how it has been used to brand certain products. - To analyse Michael Craig Martin superimposed drawing techniques to develop new skills and explore with objects related to the theme in a graphic way. - To explore the work of Malika Favre and her use of positive, negative space and colour through her graphic design posters in response to your theme. - To study artists Patrick Boyer photomontage techniques using different media to create themed work. - To investigate fashion illustration artists such as Fiona Fernandes to develop ideas and techniques for creating a digital illustration.	Artist analysis and creative presentation skills previously covered in Year 10 and 11 Graphic Design projects.	AO1 Develop ideas through investigations, demonstrating critical understanding of sources
	Autumn	- To explore photography through editing in PowerPoint and Photoshop. - Superimposed drawing techniques - Looking at the work of Michael Craig Martin and using your own imagery to create compositions using superimposed drawing techniques. That can then be developed digitally using Photoshop techniques. - Typography development - experimental word development using both traditional and contemporary methods to recreate your word capturing the style of a decade.	Typography development previous covered KS4. Photography, drawing, design skills, and Photoshop skills previously covered in Year 10 & 11 Graphic Design projects.	AO2 Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.



		- Graphic effects workshop exploring positive/negative space and colour with own imagery and inspired by the work of Malika Favre. - Photomontage workshop using own imagery and Photoshop techniques and inspired by the work of Patrick Boyer to create a piece of graphic artwork to illustrate multiple elements from a specific decade. - Illustration workshop exploring the work of Fiona Fernandes to create a digital fashion illustration to advertise a decade. Idea is drawn to scale by hand as an outline and then developed using Photoshop techniques to apply colour and detail in the style of either artist.		
	Autumn/ Spring	- To record the theme of Nostalgia for your decade through photography of musical instruments, objects and portraits. - To record from direct experience, photography and secondary images in different media and techniques. - To record ideas in written format to review and refine as work progresses.	Photography, drawing, design skills, creative presentation of sketchbook work and Photoshop skills previously covered in Year 12 Nostalgia Graphic Design project Autumn term.	AO3 Record ideas, observations and insights relevant to intentions as work progresses
	Spring	- A3 sketchbook exploring the theme demonstrating analysis of artists/designers and development of ideas. <u>Final response – design brief</u> Choosing one of the following questions to develop an outcome(s) to meet the set task. Work should be creative and personally developed showing contextual links to the work of selected artists and designers. - Design graphics to promote a exhibition or event which celebrates your chosen decade. Your work could include a poster, leaflet, website promotion, tickets, a tee-shirt etc. - Create an exciting design to promote a band or singer that fits a decade that could be developed through a cd/record cover, concert poster and tickets, tee-shirt, event pass, etc. - Create Magazine cover/ page spread to celebrate an area of interested within a decade.	Photoshop, Illustrator and Procreate skills previously covered in Year 12 Nostalgia Graphic Design project Autumn term.	AO4 Present a personal meaningful response that realises intentions and demonstrates understanding of visual language



PERSONAL INVESTIGATION UNIT 1	Spring/ Summer	• Introduction to Personal investigation A 'level course. • To gain knowledge and understanding about art and design history linking to key artists and designers. Learning how to analyses present research through a sketchbook to A' level standard • Introduced to a number of suggested starting point themes. • Produce an A2 research sketchbook and essay based on a theme and question of choice. • To learn how to write a 2000–3000-word essay which is coherent and logically structured extended response of continuous prose, including a bibliography. • To develop an investigation that is an in-depth study which demonstrates an ability to construct and develop a sustained line of reasoning from an initial starting point to a final realisation. • Recording ideas through photography and firsthand observation. • Development of your ideas through contextual links and experimentation.	Artist analysis and creative presentation skills previous covered in Year 12 Nostalgia Graphic project. Photography, drawing, composition ideas, personal analysis previously covered in Year 12 Nostalgia Graphic project.	AO1 Develop ideas through investigations, demonstrating critical understanding of sources
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