



Topic name	Term	Skills developed	Prior learning	Next link in curriculum	Other Notes
<p>Magazine cover design.</p> <p>Artist research, recording ideas, creating designs within a theme and learning digital techniques in Photoshop and other software to develop a personal response.</p>	AUTUMN	<ul style="list-style-type: none"> To gain an understanding of formal elements of graphic communications and design for print work. To research and analyse the work of the focus artists to gain an understanding of design and print. To research and analyse magazine cover layouts and designs to gain an understanding of what makes a successful design. To record and observe around a chosen magazine theme in a variety of media which demonstrates an understanding of formal elements. To develop skills and processes through a variety of media to realise ideas. To explore different typefaces suitable for a chosen magazine theme that connects with colour and style. To develop compositional ideas by producing a series of designs to fit a chosen magazine theme by hand and using Photoshop techniques. To develop a personal, creative and aesthetically pleasing magazine cover to a theme which makes clear links with the artists studied. 	<p>Photography, drawing, design skills, artist analysis skills and creative presentation of work previous covered in Year 9 Graphic Design project.</p>	<p>AO1 : Critical and Contextual Content: Artists/Designers. Students will analyse focus artists/designers which will be revisited next term.</p> <p>AO3 : Record ideas and Observations. Students will apply similar skills in photography and drawn ideas which will be revisited next term to develop personal responses to the theme.</p> <p>AO2: Experimenting, Techniques and Processes will be explored using different techniques building on Photoshop skills next term to develop low poly portraits that can be used to create a magazine cover designs and digital portrait collages.</p>	<p>Artist and observational studies explored using different media.</p> <p>Compositional ideas produced to create a series of designs that fits a chosen magazine theme and makes connections with artist links.</p> <p>Experiments with patterns within design work and colour.</p> <p>Experiment and explore different variations of colour for the final design.</p> <p>Artist focus – Hattie Stewart, Anna Strumpf.</p> <p>Literacy/Numeracy/British Values - Pattern work (scaling/ repetition/ measuring designs). Analysis of artists work and evaluation of successes within their own work. Developing subject specific vocabulary. Evaluating and documenting Photoshop stages and magazine theme. Setting up specific parameters on Photoshop to create a low polygon response.</p> <p>Differentiation - supported through choice of visual images/ instructions/ demonstrations/ writing frames for critical analysis and evaluation guidance. 1:1 support. Progress plans, Weekly Lunch support.</p>



<p>Magazine cover design project.</p> <p>Development of design work to create a skilful personal response.</p>	<p>SPRING (START)</p>	<ul style="list-style-type: none"> To build upon students understanding of Graphic Design processes such as Photoshop techniques to develop design ideas. To continue to develop compositional ideas by producing a series of designs to fit a chosen magazine theme by hand and using Photoshop techniques. Continue to develop a personal, creative, and aesthetically pleasing magazine cover to a theme which makes clear links with the artists studied. To record their own ideas and experiences throughout the project stages to convey insight relevant to their intentions. Presentation skills 	<p>Photoshop skills previous covered in Autumn term.</p> <p>Artist analysis skills and creative presentation of sketchbook work and boards previous covered in Year 10 Autumn term.</p>	<p>AO1 : Critical and Contextual Content: Artists/Designers. Students will continue to analyse focus artists/designers which will be revisited next term.</p> <p>AO3 : Record ideas and Observations. Students will apply similar skills in photography and drawn ideas to realise their personal response. This will be revisited next term as part of digital portrait collages.</p> <p>AO2: Experimenting, Techniques and Processes will be explored using Photoshop techniques to develop digital portrait collages. This will be explored further next term, developing ideas for a creative digital portrait collage experimenting with imagery, digital techniques, composition, patterns, and colour schemes.</p> <p>AO4: Personal, Informed Response. This will be revisited in the summer term to produce a final response using Photoshop skills to create a digital portrait collage inspired by Marcelo Monreal.</p>	<p>Skills explored to create a Low poly portrait using Photoshop techniques to produce a final piece.</p> <p>Experiment and explore different variations of colour for the final design.</p> <p>Presented research beautifully showing an understanding of the theme and artists studied.</p> <p>Artist focus - Alessandro Paulasso and Seto Buje.</p> <p>Literacy/Numeracy/British Values – Setting up specific parameters on Photoshop to create a digital response. Developing subject specific vocabulary. Analysis and evaluation of successes within their own work. Evaluating and documenting Photoshop stages.</p> <p>Differentiation - supported through choice of visual images/instructions/ demonstrations/ writing frames for critical analysis and evaluation guidance. 1:1 support. Progress plans, Weekly Lunch support.</p>
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<p>Digital portrait collage</p> <p>Artist research, recording ideas and design work and building on skills in Photoshop to create a skilful personal response.</p>	<p>SPRING (MID)</p>	<ul style="list-style-type: none"> To build upon students understanding of Graphic Design processes such as Photoshop techniques to develop digital design ideas. To record, observe and illustrate a flora and fauna demonstrating and understanding of formal elements and using different media. To record their own ideas and experiences throughout the project stages to convey insight relevant to their intentions. Presentation skills Continue to analyse the work of graphic designers/ artists to develop understanding of ideas within their work. To develop compositional ideas by producing a series of designs ideas that make connections with Marcelo Monreal work. 	<p>Drawing, design skills, Artist analysis skills and creative presentation of sketchbook work and boards previous covered in Year 10 Autumn term and the start of the Spring term.</p>	<p>AO1 : Critical and Contextual Content: Artists/Designers. Students will continue to analyse focus artists/designers which will be revisited in Year 11 Paper illustration project.</p> <p>AO3 : Record ideas and Observations. Students will apply similar skills in photography and drawn ideas to realise their personal response. This will be revisited in Year 11 Paper illustration project.</p> <p>AO2: Experimenting, Techniques and Processes will be explored using Photoshop techniques to create designs for print. This will be explored further next term, developing creative digital portrait collages that experimenting with imagery, digital techniques, composition, patterns, and colour schemes.</p> <p>AO4: Personal, Informed Response. This will be revisited in the summer term to produce a final response combining all skills learnt to produce designs for print inspired by focussed artists.</p>	<p>Photography and observational studies of flora and fauna.</p> <p>Initial line drawn designs developed for digital work capturing focus artist's style.</p> <p>Skills explored to create a digital portrait using Photoshop techniques to produce a final piece.</p> <p>Experiment and explore different variations of colour for the final response.</p> <p>Artist focus - Marcelo Monreal.</p> <p>Literacy/Numeracy/British Values – Setting up specific parameters on Photoshop to create a digital response. Developing subject specific vocabulary. Analysis and evaluation of successes within their own work. Evaluating and documenting Photoshop stages.</p> <p>Differentiation - supported through choice of visual images/instructions/ demonstrations/ workflows/ writing frames for critical analysis and evaluation guidance. 1:1 support.</p>
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<p>Digital portrait collage</p> <p>Development of design work to create a skilful personal response.</p>	SUMMER	<ul style="list-style-type: none"> To build upon students' knowledge and skills using Photoshop techniques to develop digital portrait colleges. To record their own ideas and experiences throughout the project stages to convey insight relevant to their intentions. Presentation skills Produce a highly developed and confident digital portraits that incorporates flora and fauna imagery that shows a personal response, making clear links with the artists Marcelo Monreal which demonstrates an understanding of design elements. 	<p>Photoshop skills, Artist analysis skills and creative presentation of sketchbook work and boards previous covered in Year 10 Autumn and Spring term.</p>	<p>AO1 : Critical and Contextual Content: Artists/Designers. This will be revisited in Year 11 Paper illustration project.</p> <p>AO3 : Record ideas and Observations. This will be revisited in Year 11 Paper illustration project.</p> <p>AO2: Experimenting, Techniques and Processes. Photoshop skills to create digital portrait collages, experimenting with imagery, composition, patterns, and colour schemes. These skills may be revisited in the Exam unit.</p> <p>AO4: Personal, Informed Response. Producing a creative digital portrait collage combining skills learnt that connect with a focussed artist. These skills may be revisited in the Exam unit.</p>	<p>Skills explored to create a digital portrait using Photoshop techniques to produce a final piece.</p> <p>Experiment and explore different variations of colour for the final response.</p> <p>Presented research beautifully showing an understanding of the theme and artists studied.</p> <p>Artist focus - Marcelo Monreal.</p> <p>Literacy/Numeracy/British Values – Setting up specific parameters on Photoshop to create a digital response. Developing subject specific vocabulary. Analysis and evaluation of successes within their own work. Evaluating and documenting Photoshop stages.</p> <p>Differentiation - supported through choice of visual images/instructions/ demonstrations/ workflows/</p>



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