



Year 12 Graphics – Nostalgia Project

Learning about this topic is important because: You are learning how to develop your ideas and skills from GCSE to A level through a conceptual theme of Nostalgia. It will make you think and challenge your ideas to develop more independent working practices and gain new skills of process and technique. You will gain knowledge and understanding of Graphics and fashion from 1940s-90s from a variety of sources and connect to design, art, music, culture of the particular time you have chosen to investigate. You will work in an A3 sketchbook exploring the theme demonstrating analysis of artists/designers and development of your ideas which will lead to a series of work and a final graphic piece for a design brief in photoshop or procreate relating to your theme and linked to your chosen artists.

This builds on: Your knowledge and skills from AQA GCSE Graphic Communication coursework and Exam unit

This leads to: Developing and exploring a chosen theme for a personal investigation at A level and working more independently like an artist.

We will learn:

- To gain knowledge and understanding of Graphic design and objects, fashion from 1940s-90s from a variety of sources and connect to design, art, music, fashion culture of the time chosen to investigate
- To develop a Mind map of ideas based on a fashion Decade.
- To explore and investigate colour theory and significance of colour in graphic design and branding.
- To analyse a variety of artists and contemporary graphic designers eg. Michael Craig Martin, Peter Blake, Fionna Fernandes, Malika Favre, Patrick Boyer nostalgia and memories.
- To gain understanding of surface pattern from a particular era and make links to their own work.
- To learn about different styles of graphic posters from the era studied and how to design for products.
- To investigate different font and typography appropriate for intentions.
- To record objects and portraits evoking nostalgia through photography and editing.
- To record from direct experience, photography and secondary images in different media and techniques.

We will develop/practise skills including:

- To explore photography through editing in power point and photo-shop.
- To create designs, layouts and compositions and in the style of each artist/designer using traditional methods of drawing, adding colour and design packages eg Photoshop and procreate.
- To development compositional ideas inspired by theme and influenced by artists/ designers appropriate to their intentions
- To create fashion illustrations of design ideas and create a variety of textile samples using different textile techniques appropriate to intentions.
- A3 sketchbook exploring the theme demonstrating analysis of artists/designers and development of ideas. Leading to a final design for a music poster and merchandise
- Development of ideas as a finished piece based on each artist/ designer studied.
- An A3 poster printed and merchandise with own designs.



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- To use their photography and studies to create form, motifs and surface pattern.
- To record ideas in written format to review and refine as work progresses.

Some of the vocabulary that we will use includes:

Colour theory, mark making, advertisements, logo, branding, posters, saturation, hue, mixed media, symbolism, composition, explored, inspired, developed, balance, proportion, scale, space, contrast, typography, design brief, design principles, vibrant, bold, contemporary, refined and creative.

You could learn more about this topic by:

Visiting exhibitions and Galleries
Researching your chosen decade in detail with regards to fashion, graphic design, art and music.
Visiting local museums and related locations,
Websites on variety of artists Michael Craig Martin, Fionna Fernandes, Malika Favre, Patrick Boyer
Reading creative publications and magazines



Your teacher will assess your knowledge & understanding throughout the topic by looking at your work, questioning, discussion and giving you feedback in lots of different ways. The key pieces of work in this topic are: **Evidence for AO1, AO2, AO3 AQA objectives presented through A3 sketchbook including all the above and AO4 final pieces.**