

Graphic Communication




Year 11 Curriculum Map



Year 11 – Autumn Term Graphic Communication

Prior Learning	Throughout key stage 3 and year 10, pupils should have built a foundation of skills and techniques in graphics projects to enable increasing knowledge, skills and confidence in order to produce work for the AQA course specification.
What will I learn?	During this term, pupils will continue building a portfolio for the coursework component of the course which contributes to 60% of the GCSE award. This will mainly include the sustained project started at the end of year 10 or finishing work from any of the other year 10 projects. Pupils will be working independently on their portfolio in order to use their strengths in terms of knowledge and skills to reach their targets by refining and improving work, ensuring all assessment objectives are met as best as possible.
How will I be assessed?	<p>Project work will be assessed using the GCSE Art and Design Graphic Communication criteria. There are 4 assessment objectives to work to, each equal in value.</p> <ul style="list-style-type: none">• AO1: Develop ideas through investigations, demonstrating critical understanding of sources.• AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.• AO3: Record ideas, observations and insights relevant to intentions as work progresses.• AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. <p>The ability to handle materials, techniques and processes effectively, skilfully and safely underpins all the assessment objectives. It is important in enabling pupils to develop a personal language, to express ideas and to link their intentions to outcomes in a confident and assured manner.</p>
Next Steps	<p>The next stage will be an independent exam for component 2 - 40% project with a 10-hour exam in late March/April of year 11.</p> <p>Component 2 will be an externally set assignment where pupils will be assessed on their response to their chosen starting point from an externally set assignment paper relating to their subject title, evidencing coverage of all four assessment objectives. Pupils will have a preparatory period followed by 10 hours of supervised time and completed over two days. The component is worth 96 marks - 40% of the final GCSE grade. The Non-exam assessment (NEA) is set by AQA; marked by the school and moderated by AQA during a visit which usually takes place in June.</p>
Opportunities for Independent Learning	<p>Resources list from AQA https://filestore.aqa.org.uk/resources/art-and-design/AQA-GCSE-ART-RL.PDF</p> <p>Command words explain: https://www.aqa.org.uk/resources/art-and-design/gcse/art-and-design/teach/command-words https://www.tate.org.uk/ https://www.nationalgallery.org.uk https://www.studentartguide.com/</p>
Personal Development and CEIAG	<p>Pupils learn how sources inspire the development of ideas. For example, drawing on the work and approaches of artists, craftspeople or designers from contemporary and/or historical contexts, periods, societies and cultures, contemporary and/or historical environments, situations or issues.</p> <p>Possible careers linked to the subject are graphic designers, marketing specialist, creative directors, production artists, game artists, interior designer.</p> <p>Careers /courses in Graphic Design & Art website</p>

	https://nationalcareers.service.gov.uk/job-profiles/graphic-designer Nelson & Colne College https://www.nelson.ac.uk/16-18/vocational-courses/creative-arts/ Burnley College https://www.burnley.ac.uk/course/?code=a5579
Enrichment Opportunities (Cultural Capital)	<p>Investigating sources from different parts of the wider world both modern and old. Considering social and moral issues in the art and design world. Environmental considerations in design work produced.</p> <p>https://www.dexigner.com/jump/directory/9508 - Design Week publication https://www.dexigner.com/jump/directory/16328 - Creative Review publication https://www.dexigner.com/jump/directory/7228 - Wallpaper publishes 12 themed issues a year, with a limited-edition cover by a different artist or designer each month.</p>

	<h2>Year 11 – Spring Term Graphic Communication</h2>
Prior Learning	Throughout key stage 3, year 10 and autumn term of year 11, pupils should have built a foundation of skills and techniques in graphics projects to enable increasing knowledge, skills and confidence in order to produce work for the AQA course specification.
What will I learn?	<p>This term pupils will begin their AQA Component 2 Set Tasks. Year 11 graphics pupils will choose a starting point from the set tasks. The tasks will be sent out at the beginning of January in Year 11.</p> <p>Component 2 is an externally set assignment where pupils are assessed on their response to their chosen starting point from an externally set assignment paper relating to their subject title, evidencing coverage of all four assessment objectives. Pupils will have a preparatory period followed by 10 hours of supervised time (this will be end of March or April) and completed over two days. The component is worth 96marks - 40% of the final GCSE grade.</p>
How will I be assessed?	<p>The externally assessed assignment will be assessed using the GCSE Art and Design Graphic Communication criteria. There are 4 assessment objectives to work to, each equal in value.</p> <ul style="list-style-type: none"> • AO1: Develop ideas through investigations, demonstrating critical understanding of sources. • AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes. • AO3: Record ideas, observations and insights relevant to intentions as work progresses. • AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language. <p>The ability to handle materials, techniques and processes effectively, skilfully and safely underpins all the assessment objectives. It is important in enabling pupils to develop a personal language, to express ideas and to link their intentions to outcomes in a confident and assured manner.</p>
Next Steps	<p>Component 2 (NEA) is set by AQA; marked by the school and moderated by AQA during a visit which usually takes place in June.</p> <p>On completion of component 2, pupils will spend remaining time refining and improving portfolio work for their coursework Component 1 - 60% element.</p>
Opportunities for	<p>Resources list from AQA https://filestore.aqa.org.uk/resources/art-and-design/AQA-GCSE-ART-RL.PDF Command words explain:</p>

Independent Learning	<p> https://www.aqa.org.uk/resources/art-and-design/gcse/art-and-design/teach/command-words https://www.tate.org.uk/ https://www.nationalgallery.org.uk https://www.studentartguide.com/ </p> <p>Resources for Component 2 NEA will be published in the January of year 11 for pupils to use.</p>
Personal Development and CEIAG	<p>Pupils learn how sources inspire the development of ideas. For example, drawing on the work and approaches of artists, craftspeople or designers from contemporary and/or historical contexts, periods, societies and cultures, contemporary and/or historical environments, situations or issues.</p> <p>Possible careers linked to the subject are graphic designers, marketing specialist, creative directors, production artists, game artists, interior designer.</p> <p>Careers /courses in Graphic Design & Art website https://nationalcareers.service.gov.uk/job-profiles/graphic-designer Nelson & Colne College https://www.nelson.ac.uk/16-18/vocational-courses/creative-arts/ Burnley College https://www.burnley.ac.uk/course/?code=a5579</p>
Enrichment Opportunities (Cultural Capital)	<p>Investigating sources from different parts of the wider world both modern and old. Considering social and moral issues in the art and design world.</p> <p>Environmental considerations in design work produced.</p> <p>https://www.dexigner.com/jump/directory/9508 - Design Week publication https://www.dexigner.com/jump/directory/16328 - Creative Review publication https://www.dexigner.com/jump/directory/7228 - Wallpaper publishes 12 themed issues a year, with a limited-edition cover by a different artist or designer each month.</p>