Graphics

LET ALL OUR BRIGHT COLOURS SHINE

Year 7 Curriculum Map

Year 7
Graphics

Prior Learning	At key stage 2 when designing and making, pupils should be able to use research to develop design criteria which will then inform the design of innovative, functional, appealing products that are fit for purpose and aimed at particular individuals or groups. Pupils should have learnt to generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design. Not all pupils will have covered design technology skills at key stage 2, coverage will be varied depending on their key stage 2 experience.
What will I learn?	Pupils will learn the basic principles of good design including colour, tone, texture, typography, layout and composition. They will develop 2D and 3D drawing skills and techniques to improve their designing skills. Pupils will use a CAD program called '2D Design' to create designs graphically. Pupils will learn about NET developments and packaging symbols, how to make a carton packaging from a net, environmental issues and recycling packaging with sustainability issues identified within the curriculum.
How will I be assessed?	Pupils will have their design work and packaging assessed against a success criterion with formative assessment and questioning will be used in lessons when pupils are working practically to check knowledge and understanding along with the use of verbal feedback during lessons. Pupils will be tested on key knowledge and skills retained by an end of unit test.
Next Steps	Learning in year 7 forms the foundation for understanding the role of graphic products in the world and develops pupils' basic workshop practise. The next steps are that pupils will become more confident, competent and independent when in graphics technology, leading to new knowledge and the production of quality products. The introduction to new technologies and designers will lead to enquiring minds and independent engagement. In year 8, pupils will develop and extend this learning into more complex packaging projects, where pupils will design a charity box. More complex 2D design tools will be learnt, including the 'tracing tool'. Pupils will learn more about colour blending and painting techniques to create a piece of work based on Graffiti lettering.
Opportunities for Independent Learning	https://www.tetrapak.com/en-gb https://www.technologystudent.com/ https://www.bbc.co.uk/bitesize/guides/zqrk7ty/revision/1 YouTube clips to watch https://youtu.be/YqQx75OPRa0 - Design Fundamentals https://youtu.be/__2LLXnUdUIc - Colour Theory https://youtu.be/sByzHoiYFX0 - Typography https://youtu.be/a5KYlHNKQB8 - Layout & composition
Personal Development and CEIAG	In this topic there are opportunities to investigate the wider world and the environment, by looking at our responsibilities as global citizens. Possible careers linked to the subject are graphic designers, marketing specialist, creative directors, production artists, game artists, interior designer.
Enrichment Opportunities (Cultural Capital)	https://designmuseum.org/ - London https://www.stem.org.uk/home-learning/secondary-design-technology https://www.jamesdysonfoundation.co.uk/our-work/engineering-for-schools/rethinking-design-and-technology-in-schools.html https://www.behance.net/ - Professional design projects