

Curriculum Overview – Graphics Technology

The Graphics department aims to develop pupils creativity and imagination. We want pupils to have no limits to what their ambitions are and to grow up wanting to be illustrators, graphic designers, fashion designers, curators, architects or printmakers. Our curriculum is designed to engage, inspire and challenge pupils, whilst equipping them with the knowledge and skills to be able to experiment, invent and create their own pieces of design or art works. As pupils progress, they should gain a deeper understanding of how Graphics and Art & Design reflects and shapes our history, and how it contributes to the culture, creativity and wealth of our world. We want to equip our pupils to prepare them for the opportunities, responsibilities and experiences of later life. We want our pupils to use the local area as inspiration, to learn from other cultures and to respect diversity. To that end, we have carefully selected a wide range of unique and diverse projects through from years 7-11, for our pupils to follow.

7

Design Elements, Colour, Tone etc and drawing skills.
Drawing with CAD and 2D design. Net development 2D and 3D shapes.
Packaging and environmental issues. Evaluating designs and existing products

8

Graffiti Artists - drawing skills and colour blending using watercolour paints.
Jon Burgerman – illustrations, typography and graphic installations
2D design charity box – packaging nets and complex shapes

9

POP ART – researching artists and analysing their work in own words.
Observational drawing skills and printing.
Claus Oldenberg –superimposing models onto adverts

During years 7, 8 and 9, pupils experience **Graphics** as part of a carousel with art, food technology and music.

10

Building skills using Design Elements e.g. Tone, Colour, Typography etc



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Mexican Festival Project
Researching and analysing skills when looking at design and artwork



Merchandise for a Mexican Festival Outcomes



Sustained project Architecture or Gardens



Building detail and depth into an individual project

11

Development and final responses to sustained project



Exam Board release Starting points for NEA



Preparation work for exam piece



Preparation for and completion of final exam piece



Mounting and presentation of coursework and exam for final assessment

