

A large, faint background graphic consisting of four stylized human figures in green, red, blue, and yellow, with their arms raised in a celebratory gesture, similar to the logo above.

Graphic Design
Revision Timetable
2024 - 2025

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<p>W/C 17th February</p>	<p>Components of Graphic Design: Line</p> <ul style="list-style-type: none"> • Focus on how lines are used to create expression when designing: Consider colour, number of lines, line thickness, spacing, and angles of lines, including curved lines and borders. • Study how lines are used to create emphasis in your designs: Pay attention to colour, number of lines, line thickness, spacing, angles of lines, and borders. • Review how lines are used to define space in graphic design projects.
<p>W/C 24th February</p>	<p>Components of Graphic Design: Colour</p> <ul style="list-style-type: none"> • Understand the principles of colour when creating designs: Monochromatic, harmonious, saturation values. • Explore colour schemes used in graphic design: Triadic, tetradic, analogous. • Learn about colour theory when designing: Primary, secondary, tertiary, complementary. • Examine colour association in your designs: Mood, emotions, psychology of colour.
<p>W/C 3rd March</p>	<p>Components of Graphic Design: Tone</p> <ul style="list-style-type: none"> • Study tone gradients when producing graphic designs: Linear, radial. • Look into how tone provides contrast, creates definition, shape, and depth in your designs. • Review tone processes used in graphic design: Hatching, cross-hatching, shading, gradient fills, stippling.
<p>W/C 10th March</p>	<p>Components of Graphic Design: Composition</p> <ul style="list-style-type: none"> • Understand the relationship between shape and space when designing. • Explore the rules of composition in graphic design: Proximity, white space, hierarchy, repetition, alignment, placement, flow. • Study the relationship between typography, image, and space within your designs. • Examine pattern in graphic design: Sequence, direction, contrast (emphasis, similarity, isolation, inclusion), colour, shape. • Review scale when creating designs: Relative size, relative area, ratio. • Learn about unity in your graphic design projects: Grids, connecting lines or shapes, colour scheme, text with image or shape.
<p>W/C 17th March</p>	<p>Components of Graphic Design: Typography</p> <ul style="list-style-type: none"> • Focus on the characteristics of fonts when designing: What are serif and sans serif fonts, and how do hierarchy, leading, tracking, and kerning affect readability? • Study font styles used in graphic design: What are display, modern, and traditional fonts, and when should they be used? • Review the characteristics of individually designed letterforms in your designs: How do shape, pattern, colour, and imagery contribute to unique letterforms? What is the opposites attract rule?

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<p>W/C 24th March</p>	<p>Components of Graphic Design: Imagery</p> <ul style="list-style-type: none"> • Understand digital imagery when creating designs: What are vector and pixel images, and how are photography, cartoon, and illustration used in digital design? • Explore handmade/freehand imagery in your graphic design projects: How are illustration, stencil, cartoon, sketch, lino print, and monoprint created and used? • Learn about infographics in graphic design: How do symbols and shapes create meaning, link image and text, and communicate messages or ideas? • Review image manipulation techniques used in graphic design: How do cropping, recolouring, and reshaping alter images?
<p>W/C 31st March</p>	<p>Visual Language of Graphic Design</p> <ul style="list-style-type: none"> • Study how to communicate effectively in your designs: How do you capture attention, appeal to the intended audience, and convey meaning, message, ideas, reaction, and emotion? • Examine aesthetics in graphic design: How do shapes, textures, patterns, and colour contribute to the overall look and feel of a design? • Understand context when producing graphic designs: What are the personal, social, cultural, economic, and political factors that influence design?
<p>W/C 7th April</p>	<p>Graphic Design Principles</p> <ul style="list-style-type: none"> • Focus on hierarchy in your designs: What is dominance and priority, and how do these organise information? • Study alignment in graphic design: How does the alignment of text and design elements enhance designs? • Review balance when creating designs: What are symmetrical, asymmetrical, and radical balance, and how do they affect design layout? • Explore contrast in your graphic design projects: How do dark and light, thick and thin, large and small, traditional and contemporary elements create visual interest? • Learn about rhythm in graphic design: What are fluid and progressive rhythms, and how do they create movement in designs? • Examine proximity in your designs: How does the prominence of design elements affect the overall composition? • Understand colour and space in graphic design: How do the choice of colour selection and the space between design elements impact the design?
<p>W/C 14th April</p>	<p>Types of Graphic Design Work</p> <ul style="list-style-type: none"> • Study visual identity in graphic design: What are logos, brand identities, and style guides, and how are they created? • Explore packaging design in your projects: How are food, drinks, storage, and product packaging designed? • Review marketing and advertising in graphic design: How are leaflets, flyers, magazine and newspaper advertisements, posters, banners, billboards, infographics, vehicle wraps, brochures, in-store signage, and

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	<p>point of sale materials created?</p> <ul style="list-style-type: none"> • Understand layout and print in your designs: How are magazines, newspapers, catalogues, and cover artwork (music albums, books) designed? • Examine environmental design in graphic design: How are exhibitions, murals, event and conference spaces, museum displays, and special events (launch events, celebrations, fayres, retail space) designed? • Learn about illustration in your graphic design projects: How are graphic novels, comic strips, websites, album and book covers, infographics, technical illustrations, fashion and textiles, and video games illustrated? • Review typography in graphic design: How are kerning, leading, typeface, size, tracking, serif, and sans serif used in typography?
W/C 21st April	<p>Employment Opportunities in Graphic Design</p> <ul style="list-style-type: none"> • Study roles in the graphic design industry: What do graphic designers, artworkers, creative directors, advertising art directors, animators, illustrators, and concept artists do? • Explore sectors in the graphic design industry: What are the roles in visual identity, packaging design, marketing and advertising, layout and print, environmental design, illustration, and typography?
W/C 28th April	<p>Graphic Design Brief Requirements</p> <ul style="list-style-type: none"> • Understand types of briefs in graphic design: What are commercial, competition, collaborative, online only, and open call briefs? • Review client requirements when working on a design brief: What is the purpose of the brief, and how do you conduct research and analysis (design trends, target market, competitor research)? What are the copyright considerations (images, text), target audience (primary, secondary, demographic), and contextual factors (personal, social, cultural, economic, political)?
W/C 5th May	<p>Design Constraints</p> <ul style="list-style-type: none"> • Study design components when producing graphic designs: How are line, colour, tone, composition, typography, and imagery used? • Understand expected timescales when working on a design brief: What are the steps for collecting information, research, planning, building design concepts, production, and completion? • Review resources needed when developing graphic designs: What materials, tools, computer, appropriate software, and appropriate hardware are required?
W/C 12th May	<p>Planning, Development, and Experimentation</p> <ul style="list-style-type: none"> • Focus on planning and development processes in graphic design: How do you create mind maps, first sketches, experimentation, drafts, research, and design development (refinement of first sketches, refinement of experimentation, final idea)? • Study techniques, components, and properties when designing: How do you create layout sketches, use design principles (hierarchy, alignment, balance, contrast, repetition, proximity, positive and negative space), and apply techniques (colour mixing, sketching, gradients, digital image manipulation/creation, digital illustration, photography, stencil, freehand

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	<p>drawing)? How do you create components (line, colour, tone, composition, typography, imagery) and consider properties (colour scheme, size)?</p>
W/C 19th May	<p>Experimenting with Tools, Materials, and Techniques</p> <ul style="list-style-type: none"> • Revise tools graphic designers use, and when they are used. The main tools to focus on are pens, brushes, pencils, tablet, scanner or scanner apps, software applications, camera, computer. • Revise materials graphic designers use, and when they are used. The main materials to focus on are paints, inks, paper, marker pens, charcoal, card, acetate. • Revise techniques graphic designers use, and when they are used. The main techniques to focus on are colour mixing, sketching, gradients, contrast, alignment, digital image manipulation, digital illustration, photography, mono print, lino print, stencil, freehand drawing (digital, hand-drawn), scanning, collage.
W/C 26 th May	<p>Ongoing Review and Graphic Design Production</p> <ul style="list-style-type: none"> • Revise considerations for ongoing review when designing: What are the client requirements, how do you communicate ideas, and how do you ensure appropriateness for the target audience? What are potential problems and solutions (time, resources, skills), and how do you effectively use resources? • Revise digital technical skills in graphic design: How do you create and manipulate digital images (vector-based software, pixel-based software), what are the file types (JPEG, TIFF, PDF, GIF, PNG, EPS, RAW), and how do you correct digital images (colour balance, saturation, colour cast, contrast, cropping, rotation)? What are the modes (greyscale, RGB, CMYK), and how do you scan and print (scan resolution, on-screen resolution, print resolution, print size)?
W/C 2 nd June	<p>Effective Use of Resources and Summative Evaluation</p> <ul style="list-style-type: none"> • Study how graphic designers would effectively use resources such as planning a graphic design project, client requirements, considering the most efficient use of methods and processes, anticipating difficulties (availability of supplies, working to deadlines), avoiding waste (volume of materials, ink, recycling, reusable eco-friendly alternatives, cost-effective). • Review components for summative evaluation when producing graphic designs: Meeting the needs of the client, communication of ideas, appropriateness for target audience, identifying improvements, identifying successes with the design.

Exam: 5th June, 1:30pm

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