



The Ridgeway School & Sixth Form College

...Inspiring Learners For Their Future

*'Our shared vision is that our students, colleagues and families will be part of a **FAIR** community.'*

*We will support our school **Family** to **Achieve** their potential, and **Inspire** students to **Reach** the very best destinations.'*



Graphics

Curriculum Overview

RESPECT | HONESTY | ENDEAVOUR | CREATIVITY | COMMUNITY

Year 7 Design & Technology Curriculum Overview – Subjects taught in rotation over 12 week modules

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 7	Food Basic skills in preparation and cooking: <ul style="list-style-type: none"> - Weighing and measuring - Bridge and claw method - Rubbing in method - Safe use of the knife and oven The Eatwell Guide (nutrients and their sources) Sensory Analysis Recipe modification	Graphics <ul style="list-style-type: none"> • Introduction to colour theory and rendering • Understanding motions theory • Developing skills using craft knife and cutting mats safely to create pop up pages • Understanding how levers and linkages can change direction of movement 	<ul style="list-style-type: none"> • Understanding how 'modelling' can prove and test ideas • Resources and materials Card, cutting mat, craft knives, stationary, computers • Health & Safety Safe use of craft knife and cutting mat via demonstration and student practice • Imaginative project to create and illustrate story via moving book 	Product Design <ul style="list-style-type: none"> • Introduction to tools and equipment Basic hand tools, soldering iron • Health & Safety in the workshop Soldering iron, electronics • Design Target market Hand designs converted onto 2D design • CAD / CAM 2D Design. Laser cutter • Materials Electronic components • Construction 	<ul style="list-style-type: none"> • Evaluation Evaluate final product 	<ul style="list-style-type: none"> • Resources and materials Materials/fabrics, threads, cord • Embellishment Basic hand embroidery stitches with modifications • Design Presentation, use of colour, annotation • Construction Pocket, casing, plain seam • Quality Checks Accuracy: 0.5 cms embroidery stitch length, measurements for casing, seam allowance
					Textiles <ul style="list-style-type: none"> • Introduction to tools and equipment Small equipment, sewing machine, iron • Health & Safety In the workshop, use of sewing machine & iron • Appreciation of designs from a chosen genre Contemporary embroidery 	

Year 8 Design & Technology Curriculum Overview – Subjects taught in rotation over 12 week modules

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 8	Food Development of skills in preparation and cooking: <ul style="list-style-type: none"> - Safe use of the oven - Accuracy and precision - Knife skills (dicing) - Variety of cooking methods Nutrient sources and functions Analysing food packaging (for sugar content) Recipe design and modification	Graphics <ul style="list-style-type: none"> • Logo and trainer graphic designs • Understanding target audiences and how to meet their needs including those with disabilities, cultural identities and ages Knowledge and understanding trainer performance and the importance of ergonomics and anthropometrics incorporated within designs	Resources and materials Stationary, computers, fine liners and examples Brands and logos Brand pull, images and pricing (including designers) Introduction to digitally supported designing CAD/Word drawing tools, Paint	Product Design <ul style="list-style-type: none"> • Introduction to tools and equipment Hand equipment Marking tools Belt sander Disc sander • Health & Safety Recap and reinforce in the workshop • Design Specifications Hand design • CAD / CAM 2D Design to convert image into vectors • Materials Ply wood • Construction Finger joints Lap joint 	Evaluation Final product	<ul style="list-style-type: none"> • Resources and materials Cotton calico fabric, threads, magic touch heat transfer paper • Modelling & embellishment Heat transfer of design, more complex hand embroidery stitches, machine embroidery. • Design 'In the style of' Pop Art. Links to Andy Warhol and/or Roy Lichtenstein. Presentation and annotation • Construction Neatened plain seam, facings • Quality checks Links to Pop Art, accuracy and evenness of hand & machine embroidery. 1.5 cms seam allowance, trimmed corners
					Textiles <ul style="list-style-type: none"> • Revisit tools and equipment Small equipment, computerised use of sewing machine, iron, heat press • Health & Safety In the workshop, use of sewing machine, iron & heat press • Colour theory Colour wheel, primary, secondary, complimentary colours • Research – appreciation of designs from a chosen genre Pop Art:- Artists and characteristics 	

Year 9 Design & Technology Curriculum Overview – Subjects taught in rotation

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 9	Food Development of more complex skills in preparation, cooking and presentation: <ul style="list-style-type: none"> - Accuracy and precision - Garnishing - Variety of knife and cooking methods - Complex techniques Food provenance (grains and cereals) Diet analysis Sensory analysis Recipe design and modification	Graphics Introduction to Photoshop Rendering previously in drawn designs digitally with colour Computer Aided Design Existing Playing cards How playing cards have evolved historically Skills workshops linked to designers (Summer Term) Technical drawing, illustration, printed Graphics	Resources Computers with Photoshop, fine liners, Playing cards (Summer term) Water colours, pen and ink, craft knives, cutting mats Health & Safety Reinforce safe use of craft knives and cutting mats Research History timeline of the 'playing card'	Product Design <ul style="list-style-type: none"> • Introduction to tools and equipment • Health & Safety in the workshop • Design • CAD / CAM • Materials • Construction 	<ul style="list-style-type: none"> • Quality checks • Evaluation 	<ul style="list-style-type: none"> • Resources and material Greater range of threads, printing techniques and range of fabrics <ul style="list-style-type: none"> • Modelling and embellishment Curved stitching, block embroidery, printing, paper pattern making <ul style="list-style-type: none"> • Design One-line drawings, modifying portraits & photos, repeat patterns <ul style="list-style-type: none"> • Construction Embroidered stretched canvas portrait. Circular travel bag, with casing <ul style="list-style-type: none"> • Quality Control Accuracy of curved stitching and block embroidery. Repeat patterns, even casing.
					Textiles <ul style="list-style-type: none"> • Tools and equipment Independent use of equipment <ul style="list-style-type: none"> • Health and safety In the workshop, use of dyes and printing inks <ul style="list-style-type: none"> • Research-appreciation of designs from chosen genre Contemporary embroidery - <i>Maurizio Anzeri & Victoria Villasana</i>	

Year 10 Graphics Curriculum Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 10	<p>Unit 1 Graphic elements theory, research and related practical skills development</p> <ul style="list-style-type: none"> • Colour theory and associations Mixed media colour wheel • Tone – Tonal examples sphere, cone and cube • Typography – font types and styles. Hand created typography • Line – Psychological effects of different kinds of line and direction 	<p>Unit 1 Continued</p> <ul style="list-style-type: none"> • Imagery Different types of imagery, sourcing images copyright law. Double exposure workshop • Composition Golden Rule, rule of thirds, hierarchy <p>Start Pizza Project</p>	<p>Unit 2: Responding to a brief to apply graphic elements</p> <p>Frank’s Pizza Parlour – Pizza box design and logo</p> <p>Use of Photoshop to create repeat pattern</p>	<p>Unit 3 Designers research and practice</p> <ul style="list-style-type: none"> • Researching book illustrators • Designer copies and In The Styles Of - Quentin Blake • Skills development – Water colour, pen and ink 	<ul style="list-style-type: none"> • Unit 4 Visual Language of Graphic Designers • Communication – meaning, message, reaction • Aesthetics – shape, texture, pattern, colour • Context- personal, social, cultural, economic, political 	<ul style="list-style-type: none"> • Unit 5 Graphic Design Principles • Hierarchy • Alignment • Balance • Contrast • Rhythm • Proximity • Colour & Space

Year 11 Graphics Curriculum Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 11	Unit 3 Coursework Project – Responding to a Graphic Design Brief <ul style="list-style-type: none"> • UNIQFEST music festival poster, ticket and wrist band • Ideas development 	Unit 3 continued <ul style="list-style-type: none"> • Final idea for poster, wrist band and ticket • Evaluation – Linking Graphic Elements and justifying outcome with brief 	Review all units <ul style="list-style-type: none"> • Respond to feedback for all 3 units • Exam preparation – Drawing /illustration 	Mock exam Externally assessed exam – Assessment window Feb 8th -March 3rd	Graphics in industry	External assessment Exam prep June 2023

Sixth Form Graphics Curriculum Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 12	<p>Unit 1 Introduction unit: Architecture – Swindon Regeneration Project</p> <ul style="list-style-type: none"> Skills workshops AO3 – recording and observations Exploring Ideas – AO2 experimenting with materials and resources 	<p>Unit 1:</p> <ul style="list-style-type: none"> Researching designers ITSOs of designers A02 Experimenting with new techniques and processes Photoshop 	<p>Unit 1:</p> <ul style="list-style-type: none"> Developing ideas AO1 Developing ideas AO1 - through design, experimenting and recording as ideas progress 	<p>Component 1. Coursework Project: Personal Investigation</p> <ul style="list-style-type: none"> Recording and observations – AO3 linked to chosen theme Developing ideas AO1 –designers research, copies and working ‘in the style of’. 	<p>Component 1. Coursework Project.</p> <ul style="list-style-type: none"> Exploring Ideas – AO2 experimenting with materials and resources 	<p>Component 1. Coursework Project.</p> <ul style="list-style-type: none"> Exploring Ideas – AO2 experimenting with materials and resources Developing ideas AO1 - through design and experimentation ITSOs of chosen designer linked to theme
Year 13	<p>Component 1. Coursework Project.</p> <ul style="list-style-type: none"> Developing ideas AO1 - through design and experimentation linked to chosen theme 	<p>Component 1. Coursework Project.</p> <ul style="list-style-type: none"> Developing ideas AO1 – into a Final response. Final piece or pieces AO4 	<p>Component 2. Exam Unit.</p> <p>Exam paper with starting points issued by exam board.</p> <ul style="list-style-type: none"> Recording and observations – AO3 linked to chosen question Developing ideas AO1 –Designers’ research, copies and ITSOs 	<p>Component 2. Exam Unit.</p> <ul style="list-style-type: none"> Exploring Ideas – AO2 experimenting with materials and resources Developing ideas AO1 - through design and experimentation 	<p>Component 2. Exam Unit.</p> <p>Final piece or pieces AO4 – 15-hour exam. Dates chosen internally</p>	<p><i>Students have completed the course</i></p>