



Graphics at Unity Academy Blackpool



Our Graphics provision aims to encourage pupils to be creative thinkers and problem solvers. It builds analysis , iterative and evaluation skills , allows pupils to experiment with different materials and develop knowledge around modern technologies including computer aided design and computer aided manufacture.



BIG IDEAS

Skills introduced during year 7, 8 and 9 develop key areas of graphic design that will be built upon throughout the course.

Pupils then use these skills to the progress into GCSE and experiment with a range of graphical components as well as the appreciation and inspiration of successful graphic. Pupils use a range of media including computer design software to produce independent and creative work.



CONTENT AND SEQUENCING

Year 7 –Create and promote a festival. Design and develop a logo and advertising poster introducing the importance of colour theory, imagery and typography.

Year 8 –Design and develop a phone holder based on their uniquely created character. More focus on the tools used in computer design software and introduction to adapting drawings for computer aided manufacture.

Year 9 –Hero's Clock. Pupils design, develop and manufacture a graphical clock based on their hero. The style and inspiration will link to the artists Andy Warhol and Banksy.

Year 10 –Unit 1- research task on all components of graphic design. Using the components pupils will promote and brand a musical artist . Unit 2 – Pupils research into a specialism of graphic design and select a designer from that specialism . Pupils will use the graphic design components and the style of their chosen designer to design and develop a finished graphic design of either a book cover, packaging graphics or re designing a movie poster.

Year 11 –Unit 3 – following a design brief. Pupils will use all graphic design components to design and develop album art work celebrating two different musical genres. Experiments with different media will result in a successful outcome.

Exam topic – design problem is provided , pupils follow the design process and work towards completion.



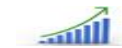
LINKS WITH VOCABULARY AND READING

- Following written instructions
- Introduction to subject specific language.
- Researching given themes.
- Understanding typography



RETRIEVAL PRACTICE

- Recall questioning
- Questioning regarding processes and stages involved in the design and making process.



PROGRESS

Ultimately the goal of this course is to understand the different components of graphic design. In key stage three pupils will develop understanding in colour theory, imagery, typography and composition. Hand drawn designs will be developed using computer aided design. 3D products will be produced evaluating design decisions throughout the design process.



SUPPORT

- Knowledge organisers
- Technical support from technology Technician.
- All skills modelled throughout the course
- One to one support as necessary