|  |  |
| --- | --- |
| Year 10 Graphics | **Topic: Merchandise**  **Period: First Half Term** |
| **Overview of topic:**  This half term students will begin their practical lessons with two small mini ‘design and make’ tasks. The first is a screen-printing project where students will develop visual designs around the ASPIRE theme. They will then screen print these to make posters and T-shirts. They will also create a cardboard car from a laser cut net that they will develop using CAD software. These are projects designed to help students acquire the skills that they will need to help them negotiate their main project for this half term. Students will be asked to create a range of merchandise objects including mugs, glasses, tote bags, keyrings and other souvenirs that they will develop to promote a town of their choice. As part of this, they will need to develop a branding and logo campaign to add to their products. This will be developed using Adobe Photoshop and Techsoft 2D Design. It may also involve using 3D modelling/3D printing software such as Google Sketchup or OnShape.  Theory lessons will begin by looking at scales of production and go on to focus on materials, beginning with ‘Paper and Board’ materials. Students will investigate the sources and origins, the manufacture, range and properties, stock forms, uses and other aspects of this materials category. This learning is intended to prepare students for the exam component of the course but will also equip students with the knowledge to inform their design decisions in their practical lessons. | |
| **Key** **knowledge:**  Screen Printing process  Complex Nets  CAD: Computer Aided Design  CAM: Computer Aided Manufacture  Knowledge of Adobe Photoshop  Techsoft 2D Design  ACCESSFM and other specification frameworks  The Design Process  Branding and logo design  **Key vocabulary:**   |  |  | | --- | --- | | **Tier 2** | **Tier 3** | | Logo  CADCAM  Tourism  Target Market  Materials  Net  Paper  Board  Fit-for-purpose  Develop  Giftbox  Present | Branding  Specification  Aesthetic  Client  Functionality  Standard Components  Promotional  Merchandise  Souvenir  Annotate  Calendaring  Pulping  Sizing | | **Key skills:**  Research skills  Generating Ideas  Communicating Ideas: Sketching and presentation  3D modelling using Google Sketchup  Using Techsoft 2D Design to draw nets  Adobe Photoshop  ***Know how to…***  Generate, communicate and develop their own ideas.  Prepare a design for screen printing and carry out the process effectively.  Prepare a design to be laser cut using 3 colours of line relating to: cut, kiss cut and engraving  Apply a chosen design to a range of ‘standard component’ products eg: applying a design to a blank mug using printed decal sheet or laser engraving a design onto a glass.    Communicate industrial processes using notes/sketches.  Use 2D Design to create an effective net that is fit-for-purpose.  Process and manipulate images using Adobe Photoshop. |
| **Co-curricular opportunities: *(ASPIRE Day, Careers, clubs, competitions etc)***  Graphics Club – Tuesday after school in C4/C5 | **Key reading skills taught *(clarify, question, summarise, predict)* and key texts:**  **Design brief:** Clarify requirements and predict possible outcomes.  **Tourism articles:** Summarise an article about what tourists like/do in a chosen town, and question how this will impact on the development of the project.  **Wider Reading Opportunities/Links:**  <https://www.visitpreston.com/>  <http://www.visitblackburn.co.uk/> |
| **How can I use this information at home?**   * Conversation starters with your children to discuss their learning * Support your child in carrying out independent research around the topic * Visit your local library (or BorrowBox), museums, or other locations to explore the topic * Promote books/other texts that explore this topic (see reading section) * Help your child to learn the key vocabulary | |