

Theme 1a - a Key elements of Graphic Design

Colour, Composition, Tone, Line, Typography and Imagery.

Develop ideas for information posters

Refine your chosen ideas

Record your opinions and analysis of ideas

Present a complete range of posters

Theme 1b – Corporate identity and logo design

Working to a real life design brief set by ALIVE

Develop initial ideas for a logo to answer the set brief.

Refine chosen ideas

Record opinions and analysis of work

Present a final logo idea for presentation to ALIVE

Theme 2a – Media - illustration

Research into the life and work of a number of illustrators/graphic artist.

Develop ideas for work based on a chosen artist.

Refine chosen ideas

Record opinions and analysis of ideas

Present a final piece of work as a book cover based on a chosen illustrator/graphic artist for portfolio.

Theme 2b (i) – Saul Bass

Research into the life and work of Saul Bass

Develop ideas for work based on the work of Saul Bass.

Refine your chosen ideas

Record your opinions and analysis of ideas

Present a final piece of work based on the work of Saul Bass.

Theme 2b (i) – Film and media marketing/packaging

Develop ideas for chosen film or game marketing and packaging.

Refine chosen ideas

Record opinions and analysis of work

Present a final piece or range of pieces

2023/24

Year 10

AQA GCSE Art and Design - Graphics

Externally set task –

Component 2

40% Weighting
1 term allocated
10 hours supervised time

End Points

Main portfolio
Component 1

60% Weighting
4 terms allocated

Component 2 period begins
(January)

Investigation related to the set exam contexts, production of design ideas, develop ideas, experiment and finalise a final outcome to be produced.

Supervised externally set 10 hour exam period. Students to produce their final outcome during these 10 hours.

Year 11