

## KS4 Graphic Design Curriculum Map

Term	Year 10 Curriculum	Year 11 Curriculum
Autumn Term	<p><b><u>Key elements of Graphic Design theory</u></b>            Colour, Composition, Tone, Line, Typography and Imagery.            Key elements of Graphic Design information poster work            Corporate identity/Logo design task</p> <p><b>1a) Key elements of Graphic Design</b>  <b>Develop</b> ideas for information posters  <b>Refine</b> your chosen ideas  <b>Record</b> your opinions and analysis of ideas  <b>Present</b> a complete range of posters.</p> <p><b>1b) Logo Design</b>  <b>Develop</b> initial ideas for a logo to answer a set brief.  <b>Refine</b> your chosen ideas  <b>Record</b> your opinions and analysis of your work  <b>Present</b> a final logo idea for portfolio</p>	<p><b>2b) Animation</b>  <b>Develop</b> some basic animation ideas.  <b>Refine</b> your chosen ideas  <b>Record</b> your opinions and analysis of your work  <b>Present</b> a video animation for portfolio</p> <p><b><u>Film/Game advertising and packaging</u></b>            Explore the life and work of Saul Bass            Produce your own poster designs based on the work of Saul Bass.            Explore existing packaging and advertising method used in the film and game industry.            Create your own film/game advertising and DVD/Game boxset packaging.</p> <p><b>3a) Saul Bass</b></p> <ul style="list-style-type: none"> <li>• <b>Research</b> in to the life and work of Saul Bass</li> <li>• <b>Develop</b> ideas for work based on the work of Saul Bass.</li> <li>• <b>Refine</b> your chosen ideas</li> <li>• <b>Record</b> your opinions and analysis of ideas</li> <li>• <b>Present</b> a final piece of work based on the work of Saul Bass.</li> </ul>
	Spring Term	<p><b>1b) Logo Design Continuation and Completion</b></p> <ul style="list-style-type: none"> <li>• <b>Develop</b> initial ideas for a logo to answer a set brief.</li> <li>• <b>Refine</b> your chosen ideas</li> <li>• <b>Record</b> your opinions and analysis of your work</li> <li>• <b>Present</b> a final logo idea for portfolio</li> </ul> <p><b>Illustration and Animation</b>            Explore the work of some well know illustrators/graphic artists.            Produce your own pieces of work based on one of the studied illustrators/graphic artists (your choice who)            Explore the differing methods of animation to make imagery move.            Create your own animation using appropriate techniques.</p> <p><b>2a) Illustration</b></p> <ul style="list-style-type: none"> <li>• <b>Research</b> in to the life and work of a number of illustrators/graphic artist.</li> <li>• <b>Develop</b> ideas for work based on your chosen artist.</li> <li>• <b>Refine</b> your chosen ideas</li> <li>• <b>Record</b> your opinions and analysis of ideas</li> <li>• <b>Present</b> a final piece of work based on your chosen illustrator/graphic artist for your portfolio.</li> </ul>

<b>Summer Term</b>	<b>2a) Illustration continued</b> <b>Research</b> in to the life and work of a number of illustrators/graphic artist. <b>Develop</b> ideas for work based on your chosen artist. <b>Refine</b> your chosen ideas <b>Record</b> your opinions and analysis of ideas <b>Present</b> a final piece of work based on your chosen illustrator/graphic artist for your portfolio.	<b>Final Portfolio Collation and Submission</b>
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