DT Graphics Learning Journey

Year 13

AO1 – Develop ideas
Contextual research
Product analysis
1000 to 3000 written report.

AO3 – Record ideas
Designs informed by observations.

AO2 – Refine ideas
Exploring appropriate techniques/Processes and modifying ideas

AO4: Present Ideas:
Present a personal and meaningful realisation of intentions – Final design

External SET task:
Preparation
AO1- Develop ideas
AO2- Refine ideas
AO3- Record ideas
AO4- Present ideas

OCR Set task
Produce final design piece – 10 Hours controlled assessment

AQA

Introduction to Personal investigation

Year 12

Brand identity/Design movement
Contextual Research pages
Exhibition visit/report.
Product analysis
Design ideas - Recording, refining and presenting ideas.
Packaging/ Advertising

Corporate identity Project
Theory into Corporate identity
Visual research
Logo theory – Logo analysis
Logo designs – Recording, refining and presenting ideas.
Designing Corporate applications.

Typography Project
(Technical & Creative aspect of typography)
Hierarchy of typography
Stylised typography
Typography for an event
Typographical music banner.

TFL Posters
Photography
Contextual Research pages
Museum visit/report.
Design ideas - Recording, refining and presenting ideas.
Collective of TFL posters

Year 11

AO3: Record Ideas:
Product analysis
Photography
Colour association
typography
Thumbnail sketches
Annotations for intentions for ideas

AO2: Refine Ideas:
Modify, refine and communicate ideas. Experimenting with appropriate techniques and processes

AO4: Present Ideas:
Present a personal and meaningful realisation of intentions – Final design

External SET task:
Preparation
AO1- Develop ideas
AO2- Refine ideas
AO3- Record ideas
AO4- Present ideas

OCR Set task
Produce final design piece – 10 Hours controlled assessment

AO1: Develop Ideas:
Contextual – Graphic designer pages.
Task analysis
Recreation studies.

NEA PORTFOLIO PROJECT

Year 10

Design
Final postage stamps designed on Photoshop

Design:
Thumbnail sketches of postage stamps

Contextual:
Analysis of commemorative postage stamps

Contextual:
Research pages – Background information and analysis of Andy Warhol's work

ICON PROJECT

Final design:
Use a wide range of skills in Photoshop, present ideas that are visually unique and appropriate to chosen music artist.

Year 9

Skills:
Understanding the basics of Photoshop – becoming familiar with command menus, short cuts s and working effectively in Photoshop.

Design:
Developing creativity whilst applying skills in Fantasy picture task.

Skills:
Image editing skills through the use of filters and image adjustment functions to enhance to appearance ,Using skills to develop high quality graphic products

Skills:
Creating Display fonts for music artist. Expanding from year 8 . Exploring more advance layer style effects.

Contextual:
What makes a good album sleeve design? Product analysis on existing album sleeve covers

ALBUM SLEEVE: PROJECT

Year 8

Final drink package net:
Designing final drink package independently, on photoshop

Design:
Designing for users
Logo designs initial sketches with annotation

Image board: Using Photoshop presenting visual information that could be presented on a drink carton.

Product Analysis:
Drink logos.
Drink packages.

Design theory:
Packaging, typography and colour association.

Research: logo theory
-5 Principles which make a logo effective

SOFT DRINK PACKAGE PROJECT

Design:
Designing for users
Mascot designs

Research:
Using the internet to research the work of others – existing mascot designs.

Year 7

OLYMPIC GAMES GRAPHICS PROJECT

Introduction to Graphic Design: 2D/3D & 4D

Drawing Skills:
Freehand drawing.
Colour rendering?

Using ICT:
To present visual research

Research:
Using the internet to generate visual research - Internet – image board

Research:
Introduction to logo theory
Using the internet to research the work of others – existing logo designs.

Design Specification:
Planning logo design

Design:
Designing for users
Logo designs