CREATIVE ARTS LONG TERM PLAN 2021 - 2022

SUBJECT: GCSE Graphic Communication

SMSC		SPIRITUAL = SP "Explore beliefs & experience, respect values, discover oneself and the surrounding world, use imagination & creativity, reflect" **A SENSE OF AWE & WONDER**	MORAL = M "Recognise right and wrong, understand consequence, investigate moral and ethical issues, offer reasoned views" **CARE & VALUE THE ENVIRONMENT**	SOCIAL = SO "Use social skills in different contexts, work well with others, resolve conflict, understand how communities work" **WORKING AS PART OF A TEAM**	CULTURAL = C "Appreciate cultural influences, participate in culture opportunities, understand, accept, respect and celebrate diversity" **UNDERSTANDING DIFFERENCES**
LONG TERM PLAN No. of lessons	**SMSC**	Acquired **knowledge** – build in opportunities to revisit & sequence carefully	Acquired **Skills** – embed, revisit and build in checks to ensure they have acquired them	AP Assessment – What have they learnt and remembered?	Extra- curricular links: ● School values ● CEIAG, Trips ● Links to local context ● Working across subjects
Year 10 Term 1	SP = Students reflect on experiences by annotating and assessing their own work. Students are encouraged to experiment with ideas, trusting their own judgments and are able to show creativity. C = Recognise the work of Graphic Designers and the different ways in which they work.	**September – December** **LETTERING AND PATTERN** *Focus - exploring lettering, line and colour* ● *To recognise the four main styles of font* ● *Use line and colour to create a design based around a letter* ● *Experiment with materials* ● *Develop a personal response and link it to a designer.* ● *Investigate the work of graphic designers who predominantly focus on type.* ● *Using correct terminology*	**September – December** **RECAP/EMBED** **AO3 - RECORDING** ● How to consider the way line and colour impacts a design. **AO2 - REFINE** ● How to refine and experiment with media where appropriate. **RECAP/EMBED** **1. AO1 and AO3** ● How to analyse an existing designer's work focussed on type.	**PR3: December** **RECAP/EMBED** **AO3 – RECORDING** ● Photographic skill ● Understanding of composition ● Combining digital and not digital ● Design development and ideas **AO2 – CREATE LINKS WITH RESEARCH/REFINE** ● Refine and explore **AO4 – PRESENTATION SKILLS**	**CEIAG** Use **Unifrog** to showcase graphic design as a career, show videos of practicing graphic designers and university courses to increase engagement and understanding of future career paths **Values** – Teamwork, resilience and respect in the computer room **Subject links to:** ● Art – composition, colour theory

		• *Experiment with materials and techniques* • *Initial ideas and development* • *Produce and present final outcome and board showing developments* • *Refine and select* ==NEW SKILL== and ==RECAP/EMBED==	• How the use of colour and how graphic designers create emotion, impact and association **A02 - How to refine work** • How to refine and explore ideas, experimenting where appropriate • **AO3 – How to record ideas** • How to combine images using Photoshop • How to show different skills using a variety of materials both digital and non-digital • How the use of type creates different affects. • How to apply colour through different media - digitally and by hand. • **AO4 - How to present work** How to present a board showing selected work and create a final outcome. ==*Discussion: How is the use of colour so important? Why do Graphic Designers Photoshop in images? How do you evaluate your own work? What makes it successful? How can you improve it?*==	• Quality of finished work and final images • Photoshop image ==*These elements will be assessed within the completed coursework sheets*==	• ICT – using software, saving work, using Google Drive • English – analysis and evaluation **BV= MR, D, T and L**

| Year 10 Term 2 | SO = They are able to appreciate the work of their peers by sharing work with the class and reflecting on others achievements through peer assessment

Students make an active contribution to the school and the art department by being willing to work hard and create meaningful artwork.

Students show willingness to participate in lessons because they know how to improve and develop ideas. | **January – March**

● Create research boards looking at a variety of illustrations and graphic designers to use as references and to develop personal responses to work.

COURSEWORK BEGINS

==RECAP/EMBED==

This unit will further embed skills learnt across year 9 and the beginning of year 10.

Students should have acquired enough knowledge and understanding of process and techniques to successfully complete: (Task may change once L. Hazelton has been on Exam board course)

==**DESIGN BRIEF - CD/VINYL ALBUM COVER**== | **January – March**

AO1 – DEVELOP & AO3 RECORD

● Research
● Analysis
● Annotation
● Presentation

==RECAP/EMBED==

Skills in:

AO1 – DEVELOP & AO3 RECORD

● Research
● Analysis
● Annotation
● Presentation
● Creativity
● Photography
● Collaboration
● Composition
● Design ideas
● Refining

● Illustration

==*Discussion:* How do you evaluate your own work? What makes it successful? How can you improve it?==

==How can other graphic designers inspire your work?== | **PR3: March**

AO4 – PRESENTATION SKILLS

● Quality of finished work and final images

==RECAP/EMBED==

AO3 – RECORD

● Photographic skill/illustration
● Understanding of composition

AO2 – CREATE LINKS WITH RESEARCH/REFINE

● Linking research with graphic design practice

AO4 – PRESENTATION SKILLS

● Quality of finished work and final outcome

==*These elements will be assessed within the completed coursework sheets*== | ==**SHOW (values)**==

Teamwork and resilience

Subject links to:

● Art – composition, colour theory
● ICT – using software, saving work, using Google Drive
● English – analysis and evaluation
● Photography – use of studio |

| Year 10 Term 3 | SP = development is shown in the interest in learning about graphics and by producing their own presentation boards showing how they have worked through a brief.

Students are encouraged to experiment and develop their own ideas.

Be creative in their approach and develop ideas inspired by designers or influences. | **April – July**

COURSEWORK CONTINUES

RECAP/EMBED

This term coursework will continue with the emphasis on development and further graphic design based on own project theme.

Independent study will continue throughout year 10 and 11.

AO1 & AO3 – Develop

● Refine and improve design ideas

AO4 – Neat and creative presentation

● Each A2 mounted sheet is finished to the highest standard | **April – July**

COURSEWORK CONTINUES

RECAP/EMBED Skills in:

AO1 DEVELOP

AO2 REFINE

AO3 RECORD

AO4 PRESENT

● Research, analysis, annotation
● Presentation, creativity
● Photography, illustration
● Collaboration, composition
● Designs, annotation
● Experimentation and development

Discussion: How do you evaluate your own work? What makes it successful? How can you improve it?

How can other graphic designers inspire your work? | **PR3: June**

RECAP/EMBED

AO3 – RECORD

● Photographic skill/illustration
● Understanding of composition

CREATE LINKS WITH RESEARCH/REFINE

● Linking research with graphic design practice

AO4 – PRESENTATION SKILLS

● Quality of finished work and final outcome

ALL OF THESE SKILLS WILL BE JUDGED WITHIN FINISHED COURSEWORK SHEETS | **Summer Term**

Northamptonshire University Art campus to view Degree and Foundation shows

Values – Teamwork, resilience and respect in the computer room

Subject links to:

● Art – presentation and creativity
● ICT – using software, saving work, using Google Drive
● English – analysis and evaluation |