	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Theme/Big Idea	**Food Packaging Typography Design** Knowledge/Skills linked with the design of food packaging typography.	**Food Packaging Character Design** Knowledge/Skills linked with the design of food packaging character design.	**Architecture – History & Perspective** Knowledge/Skills linked with the history of architecture and fundamental technical skills of perspective and shapes and materials associated with architecture.	**Architecture – Contrasting Architects** Knowledge/Skills linked with the analysis of two contrasting architects leading into an individual architecture 3D piece	**Landscape – Composition and depth** Knowledge/Skills linked with the history of landscape art and fundamental technical considerations. Use project as a window to understand developments in art.	**Landscape – Impressionism** Knowledge/Skills linked with the expressive/creative representation of a landscape Focus on the expressive aspect of visual communication.
Content What are they learning? (including keywords)	**What are they learning** • 3D lettering • 1-point perspective • Food packaging design analysis • Collage & colour • Typography styles • Application of colour & tone to typography **Key words** Line, tone, shape, space, colour, pattern, form, texture, collage, 1-point perspective, typography, shading, graphic design, colour theory, target	**What are they learning** • Facial expression • Character design • Design drawing skills • Body posture as expression • Character Design analysis (Léo Rezende, Madeline Ormbrek, Brittany Myers, Petri Aaltonen, Gabriel Soares • Animation **Key words** Emoji, character design, facial expressions, animation, target audience, colour	**What are they learning** • Perspective • Potted history of architectural styles • Function of buildings • Shapes of architecture • Textures of architecture • Marshall Brown **Key words** Perspective, observation drawing, visual elements, guidelines, measuring, plotting out, form and	**What are they learning** • Corbusier facts • Hadid facts • Compare & contrast skills • SEMI analysis • Architectural design skills in 2D • Paper & card construction in 3D **Key words** 2 and 3-dimensional, geometric, perspective, organic, geometric, decorative, functional, brutalism, modernism, shape,	**What are they learning** • Basic developments in Western Art History • Rule of thirds • Composition devices in landscape • Etel Adnan • Aerial Perspective • Monochromatic mark-making for the landscape – Van Gogh/Japanese Art **Key words** Rule of thirds, SEMI analysis, realism, composition, aerial perspective, depth, foreground, middle-	**What are they learning** • Impressionism • Mark-making in colour • Mark-making in different media • Artist's research • Kurt Jackson • Application of artist's technique **Key words** Impressionism, mark-making, expression, colour, texture, paint application, experimentation,

	audience, outline, colour association.	symbolism and association, complementary colour, visual communication, logo, text and image, branding, packaging.	function, 2 and 3 dimensions, accuracy, style, symmetry, asymmetry, decorative, functional.	colour, construction, form, inspiration.	ground, background, shape, texture, mark-making, colour	layering, application, composition, first and second-hand imagery.
Skills How are they learning it?	1-point perspective 3d drawing, application of colour and tone to emphasise 3D quality. Collage and colour of a title – drawing with the scissors. Analysis of existing food packaging. Creation of an individual example of food packaging.	Investigate simple emoji and facial expression sketches. Analyse existing character designs. Sketch ideas for character design. Explore final outcomes of text and image combinations, layout and colour use.	Timeline of key periods in architecture. Exercise exploring 1 and 2-point perspective. Application of perspective to real life observation drawing around school. Exploration of shapes and textures associated with architecture using collage and rubbings.	Artist's research pages including visual studies, relevant background information, SEMI analysis, building design ideas combining elements of both artists, refinement of ideas in 3d paper/card building.	Timeline of landscape in art history. Composition exercises. Etel Adnan artist study page and collage creations. Aerial perspective studies, Van Gogh and Japanese art mark-making studies with application to first hand imagery	Mark-making experiments in colour and different media, artist's studies, first hand photography and sketches. Application of impressionist technique to own image – painting or mixed media piece.
Key Questions	What is graphic communication? Is the style of typography important in communication? Why is colour so important to graphic design? What is a target audience? What is the difference between the role of a fine artist and a designer?	What is important in character design? Where else do you see character design and simple face images? How can colour communicate the personality of a character? Why do characters usually have bigger features when designing for a young audience?	Does a building usually have only one function? What aspects of the world around us influence architectural design? What is a vanishing point? Did artists always understand perspective? In what other subject might you use	How is the modern architecture different from centuries ago? What are some functions of a building? What geometric/organic object might make great inspiration for a building design? Does architecture need to be beautiful?	Do landscape images always need to represent depth? What can landscape art communicate apart from a picture of a scene? What does aerial perspective mean? What different kinds of landscape are there?	Do artists always paint what they see? How can an artist communicate emotion in a landscape painting? Is landscape art a relevant form of art in today's world? What is the definition of colour/texture? Is a realistic landscape painting better than a more expressive one

	How does design make an impact on our environment? Do we still need designers in a world of AI?	How would you change design from a younger age group to appeal to teenagers?	perspective and 3D shapes? How would you redesign the school building?	What building that you have seen do you like/dislike and why? What do you think buildings will look like in 50 years' time?	Why is it important to look at the work of other artists? Is accuracy always important in an artist's representation of a landscape?	with lots of textures and paint splashes? Do we still need landscape painting in today's world? Is AI replacing landscape art?
Assessment (specific assessed piece(s); milestone(s))	**Typography skills exercises** **Sweet wrapper design**	**Character design analysis** **Final sweet wrapper with character outcome**	**Architectural timeline and perspective studies** **Abstract architectural collage**	**Corbusier/Hadid Artist Research Pages** **Individual creative building designs and 3D building**	**Timeline & rule of Thirds** **Adnan & Van Gogh studies**	**Impressionist experiments & artist study** **Final individual landscape image**