Year 10 GRAPHICS	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Theme/Big Idea	**Typography** Knowledge/Skills linked with the exploration of typography.	**Logo** Knowledge/Skills linked with logo design – simple image and text combinations.	**Composition** Knowledge/Skills linked with design elements and COMPOSITION.	**Designer Research** Knowledge/Skills linked with the detailed investigation of designers, comparing and contrasting.	**Photography** Knowledge/Skills linked with the collection of first-hand imagery through Photography and photomontage and manipulation.	**Creative responses** Knowledge/Skills linked with the expressive/creative development of ideas, exploring compositions and materials.
Content What are they learning? (including keywords)	**What are they learning** • 7 Elements of Art • Technical language of typography • Hierarchy of text • Perspective & 3D text • Graffiti • Handwritten • Psychology of typography • Introduction to Photoshop • Photoshop Text Tool • 1oo1fonts • Photopea **Key words** Line, tone, shape, space, colour, pattern, form, texture, dynamic line, static line, graffiti, street art, stencil, shading, 2 and 3-dimensional, pencil pressure, continuous line, outline, cross	**What are they learning** • Logo requirements • Logo design • Guidelines & Grids • Lino printing • Positive & Negative Shape • Stencil cutting • Collage • Mixed media • Photoshop Pen & shape tool • Banksy • Saul Bass **Key words** Composition, sources/materials of inspiration, Lino printing, stencil and template, mixed media, Photoshop,	**What are they learning** • Principles of Design • Layout & Composition • Pattern & Background • Card print • Mind-map ideas • Colour Theory • Colour emphasis • Colour tools in Photoshop • Logo design with colour • Photoshop Mask tool **Key words** Double primary colour wheel, colour mixing, paint application, primary colour, secondary colour, tertiary colour, complementary	**What are they learning** • Relevant facts about designers • Artist research skills • Interconnectedness of art • Compare & contrast skills • Presentation skills • Focus on visual elements in studies • Mono-printing • Expand logo into whole page design • David Carson • Layering in Photoshop • Snapseed **Key words** Design movement, influence, realism, expression, pattern, shape, colour, composition, layout,	**What are they learning** • Composition rules • Photography • Snapseed • Photopea • Lighting rules • Focal points • Viewpoints • Perspectives • Photomontage • Photomanipulation • Photoshop **Key words** Collage, experiment, explore, photomontage, photomanipulation, composition, layout, distress, age, distort, rule of thirds, leading lines, vanishing point, horizon line, foreground, middle ground, background, chiaroscuro, spotlight,	**What are they learning** • Applying skills • Evaluating learning • Experimenting with ideas and materials • Exploring composition • Thumbnail sketches • Evaluative annotation • Application of key words to annotation **Key words** Annotation, evaluation, experimentation, risk taking, sketching, variations, colour options, backgrounds, mixed media, designers' intention, meaning, scale, visual communication,

	hatching, blending, direction of light, contour lines, linear, mark-making, silhouette, positive and negative shape/space, hierarchy, psychology, perspective, serif, sans serif, italic, bold, Photoshop.	primary and secondary source material, collage, experimentation, photoshoot, first-hand imagery (primary), second-hand imagery (secondary), shape, typography, design.	colour, Principles of design, graphite transfer, mixed media, composition, experimentation, poster/magazine design, layout, pattern, background, depth, space.	focus, SEMI analysis, inspiration, mimic, extract, research, understand and apply, mono-printing, grunge design, layering, burn options.	bokeh, peripheral vision, primary source material, first-hand recording, photography, photoshoot.	design briefs, layout, target audience, review, design tests and feedback.
Skills How are they learning it?	Short exercises scaffolded with examples on PowerPoint exploring and experimenting with the pencil to create a vocabulary of marks, shapes and sketches that can be formed into typography using student name. Introduction to Photoshop Graphic and Web and text tool options. Mixed media experiments. Distorting text in Photoshop. Text fills in Photoshop – starting to see text a shape element in design.	Business branding mood board focusing on range of sources and materials. Logo design introduction (logomaker examples) Creative sketching of ideas. Introduction of Positive/Negative shape. Mini workshops using individual subject choice images in Lino, stencil cutting and collage using subject matter from mood-board. Artist/designer analysis and reference – Banksy/Saul Bass.	Experiments with shape and repetition (text and image) through card print, then Photoshop. Use shape associated with business to explore principles of design. Extract shapes from logo and experiment with scale and layering to create full page design. Annotation and evaluation of outcomes and intention.	Designer's research pages including visual studies, relevant background information, SEMI analysis, compare and contrast skills with second artist of students own choice. Initial responses in Photoshop to designers' work using second hand source material.	Introduction to composition skills in photography. Student photoshoots and evaluation. Studio lighting workshops. Photomanipulation and photomontage workshops. Photoshop skills building workshop. GALLERY VISIT.	Revisit Statement of Intent. Exemplar sketchbooks from school and YouTube. Workshop refreshers. Composition ideas – thumbnail sketches. Material and colour experiments. Mock exam activity – observation-based. Individual ideas development. Peer assessment for ideas development and suggestions. What next ideas gathering activity.
Key Questions	What are the 7 visual elements? What is hierarchy of text?	Why is it important to explore a range of sources for ideas? Can writing inspire design?	What are the primary and secondary colours? Why is the psychology of colour important in design?	How is grunge design different? What is the benefit of looking at 2 designers?	How can photography show evidence of skill? What is the rule of thirds?	What is a thumbnail sketch? What is the statement of intent?

	How can we use typography to convey mood? What typography communicates authority, trust, innovation etc.? What is the definition of line/tone? What is graphic design? What is a target audience?	Where else can we find inspiration apart from the art world? Why is printmaking a valuable technique? Is it important to always follow the rules with new skills? How do we avoid just copying the designers' work? What makes a successful logo?	Why is echoing shape and colour a good design device? How can we make a unified composition? What are the design principles? What emotions does the colour evoke? What do we do if we get stuck for ideas?	Should both our designers be the same? Is it better to copy the designer's work exactly or extract an element? How can we show we understand the intentions of the designer? What aspects of the designer's work do we need to take into our own?	What is a bad composition? Is lighting always important in photography? What photographer can we take influence and ideas from? How can light be used to direct the focus in photography? What can be used to direct the focus in photography	Who can we ask for ideas about our work? What do we do when we get stuck with our idea? Where can we find examples of exemplar GCSE sketchbooks? How can annotation help my idea development? Where can I find examples of key words for design?
Assessment (specific assessed piece(s); milestone(s))	**Drawing typography styles** **Creative text in Photoshop**	**Logo sketches and media workshops** **Presentation of logo in Photoshop**	**Artist study & colour exercises** **Colour Logo design in Photoshop**	**Designer Research Pages** **In the style of the designer responses**	**Photo skills** **Photo experiments**	**Ideas development** **Mock Exam outcome**