

Curriculum Narrative-

Subject: Design and Technology	Year: 10 &11	Author: H.Drewery
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Key Knowledge <i>Pupils will know</i>	Key Skills <i>Pupils will be able to</i>
<p style="text-align: center;">Key Threshold Concepts:</p> <p>The NCFE graphic design qualification shows learners how to:</p> <ul style="list-style-type: none"> Identify and experiment with graphic design components explore graphic designers, their work and working in the industry work to graphic design briefs, refining and selecting ideas Form a graphic design portfolio and explore creative direction. <div style="text-align: center;">  </div>	<p style="text-align: center;">Subject Skills:</p> <p><i>Graphic Design is a form of visual communication. It is a process by which visual information is given form and structure, so as to communicate a message.</i></p> <p><i>Being a Graphic Designer is the profession of visual communication that combines images, words and ideas to convey information to an audience. It involves designing print or electronic forms of visual information for advertisement, publication or website.</i></p> <p><i>The NCFE Level 2 Technical Award in Graphic Design complements GCSE qualifications. It is aimed at 14-16 year olds studying Key Stage 4 curriculum who are interested in any aspect of graphic design, including sourcing ideas and design. It is equivalent to GCSE grades</i></p> <p><i>This qualification focuses on an applied study of the graphic design sector and learners will gain a broad understanding and knowledge of working in the sector. This qualification has been designed to sit alongside the requirements of core GCSE subjects and is appropriate for learners who are motivated and challenged by learning through hands-on experiences and through content which is concrete and related directly to those experiences.</i></p> <p><i>This Level 2 qualification is appropriate for learners who are looking to develop a significant core of knowledge and understanding in graphic design, and an understanding of how to apply their learning to the graphic design sector.</i></p>

<p style="text-align: center;">Subject Specific Knowledge and Sequencing:</p> <p>Learners will develop skills and knowledge In using different tools and equipment competently when experimenting with materials and techniques in adapting their own ideas and responding to</p>	<p style="text-align: center;">Prerequisites and Spiral Teaching:</p> <ul style="list-style-type: none"> Students will start year 11 with knowledge in graphic communication Students will have a basic understanding of a variety of designers and design movements
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feedback in evaluating their own work that are essential for the modern workplace, such as team working; presentation skills; independent working; working to deadlines; efficient use of resources.

Term 1&2: September-December
Topic: Graphic Components (Unit 1 & 2)
Key Concepts: Introduction to the graphic components- Imagery, line, tone, colour, typography, composition
Key Knowledge: Graphic design practices, Graphic designers, Design idea work, 2D design Packaging nets, Illustration, Advertising, Branding and corporate identity, packaging graphics, Typography, Digital design, communication graphics.

Term 3&4: January- April (Unit 3 & Exam)
Topic: Produce a graphic design **inspired by the work** of a chosen graphic designer
Key Concepts: Introduction to the graphic components- Imagery, line, tone, colour, typography, composition
Key Knowledge: *The learner must demonstrate use of:* Technical skills, Processes Techniques, Equipment, Material and Composition
Learner must provide a piece of graphic design in one of the following disciplines:

- illustration
- advertising graphics
- branding and corporate identity
- packaging graphics
- typography
- digital design
- communication graphics

Term 5&6: June-July (Unit 4)
Topic: Graphic Design Portfolio
Key Concepts: *Learners will present their completed graphic design portfolio. The portfolio will accurately and consistently contain a breadth of the work which has been selected and edited to present the learner's skills as a graphic designer. The learner will explain and justify their choices of format. The learner will demonstrate technical skills used to effectively and resourcefully overcome the challenges of editing, compiling AND presenting the work.*
Key Knowledge: The learner must demonstrate:

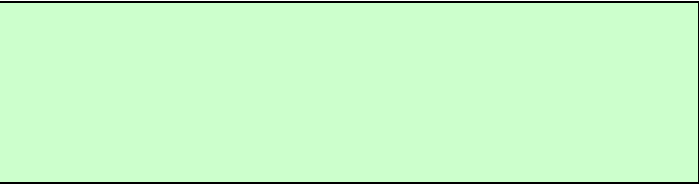
- breadth of work
- editing and selection of work

- Students will have knowledge of a variety of different drawing techniques including isometric and 2d sketching.
- The year 11 pupils know the concept behind a practical and the order of the design cycle
- Building on previous learning from year 7-10 through basic drawing skills, practical skills including materials uses, properties and suitable tools and equipment depending on the task.
- In year 11 pupils will build on their skills and evaluate and reflect and the processes and techniques used for each unit

- Cross-Curricular Knowledge Links:**
- **English-** Evaluating, Speaking and listening skills
 - **Maths-** Measuring skills, isometric drawings (3d shapes) analysing data
 - **Science-** Systems & Control
 - **Art/History-** Design movements
 - **Citizenship-** Communication skills/Teamwork
 - **Geography-** Environmental impacts, Sustainability and recycling
 - **ICT-** Use of Microsoft Office, Adobe Software



- selection of format
- presentation skills
- reasons for choice



Reading Lists / Sources / Reading around the subject recommendations:

- [Basic technical drawing by McGraw-Hill Education](#)
- [CGP Design and Technology Revision guide and workbook](#)
- [D&T app for smartphones](#)
- www.bcbitesize.co.uk
- www.technologystudent.co.uk
- www.ncfe.co.uk
- [Designer research using the internet](#)
- [Robert Sabuda Pop up website](#)
- [Typography \(1001 fonts\)](#)