




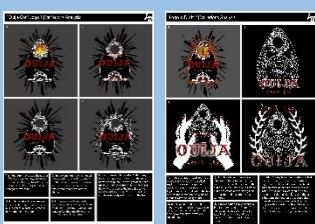





KS4 Sequencing And Curriculum Map

Key Strands (Golden Threads) within the curriculum:

Assessment Objectives: **AO1 (Develop Ideas)**, **AO2 (Experiment/Refine/Explore)**, **AO3 (Record)**, **AO4 (Present)**.

AQA GCSE Art & Design - Graphics

| | Half Term 1 (J2J) | Half Term 2 (Sep – Oct) | Half Term 3 (Nov – Dec) | Half Term 4 (Jan – Feb) | Half Term 5 (Mar – Apr) | Half Term 6 (May – Jun) |
|----------|---|--|--|---|---|---|
| Yr10 | Branding: Comic Con Artist Research  | Branding: Comic Con Justin Maller Artist Study  | Branding: Comic Con Mike Mahle Artist Study  | Branding: Comic Con Experimentation & Related Research/analysis  | Branding: Comic Con Logo Research & Concept Drawings  | Branding: Comic Con Logo 1 Development  |
| Why now? | <p>Introduction to GCSE Graphics and Comic Con SOL.</p> <p>Introduction to basic Photoshop tools/techniques and recording/presentation skills using pre-existing templates – header, margins, borders, layout, high resolution imagery with original aspect ratio, consistency.</p> <p>Students will research artists: Justin Maller, Mike Mahle, Mike Alcantara, Risa Rodil and Aniket Jatav.</p> <p>Presentation of artist research will include artist research (images & biography) and supporting annotations covering contextual analysis using P.A.M.C resource.</p> | <p>Justin Maller artist study.</p> <p>Development of sophisticated low poly techniques and approaches through imitation of Justin Maller's work.</p> <p>Students develop an understanding of free transform, blur filter, isolating tints/shades and recording form on top of a live action image.</p> <p>Retrieval of good recording techniques. Artist studies presented using 30 annotated screenshots and a critical reflection.</p> | <p>Mike Mahle artist study.</p> <p>Development of sophisticated illustration techniques and approaches through imitation of Mike Mahle's work.</p> <p>Students develop an understanding of the pen tool, anchor points, handles, angles, curvature, paths, stroke/fill path, pressure sensitive lines, recording highlights and shadows. A live action image is translated into an illustration.</p> <p>Retrieval of good recording techniques. Artist studies presented using 30 annotated screenshots and a critical reflection.</p> | <p>Retrieval of recording pressure sensitive lines and development of new techniques including gaussian blur, collage and stylistic typography through implementation of layer styles.</p> <p>New techniques linked to Aniket Jatav, Mike Alcantara and Risa Rodil.</p> <p>Students take leadership of learning and begin developing their brand identity by recording stylistic typography. Students develop an understanding of comic cons, comic action words, vector explosions, comic con logos and analysis.</p> <p>Students research a chosen area of pop culture to inform their brand identity. Students research suitable fonts linked to their chosen pop culture and develop an understanding of layer styles linked to Risa Rodil's techniques and approaches.</p> | <p>Students develop an understanding of researching & analysing graphics (logos) by investigating target audience, aesthetics, composition, typography and imagery/symbolism.</p> <p>Development of x3 annotated logo concept sketches.</p> <p>Introduction to drawing logo concepts making links to research and techniques developed.</p> | <p>Development of first digital logo with 4 variants evidencing experimentation/refinement using a wide range of techniques and approaches.</p> <p>Students will retrieve the techniques and approaches of their artists.</p> <p>Students will record and present 30 screenshots for their preferred variant and analyse it in detail using the critical reflection approach.</p> |

| Graphics Yr11 | Branding: Comic Con Logo 2 Development  | Branding: Comic Con Final Design Ideas  | Branding Comic Con Final Piece(s)  | Externally Set Task Artist research & studies | Externally Set Task Related Research, Typography Development & Final Design Ideas | NA |
|--|--|---|--|---|---|----|
| <p>Why now?</p> <p>AO1 AO2 AO3 AO4</p> | <p>Development of second digital logo with 4 variants evidencing experimentation/refinement using a wide range of techniques and approaches.</p> <p>Students will record and present 30 screenshots for their preferred variant and analyse it in detail using the critical reflection approach.</p> | <p>Students develop an understanding of researching and developing/drawing final design ideas. This enables students to clarify intentions and explore possible compositions. Links made to creative journey and research/techniques.</p> <p>Retrieval of knowledge on successful graphic design elements in relation to target audience, aesthetics, composition, typography, and imagery/symbolism.</p> <p>Students write a critical reflection to explain their ideas.</p> <p>Students will design a mobile phone App for their Comic Con which will consist of 4 screens (Home Screen, Day Pass, Rewards and Merchandise)</p> | <p>Students present a personal and meaningful response.</p> <p>Retrieval of techniques and approaches.</p> <p>Retrieval of good recording techniques. Final outcomes presented using 30 annotated screenshots and a critical reflection.</p> | <p>Introduction to Externally Set Task. Students will be guided towards a suitable theme based on their ability and area of strength.</p> <p>Students will research appropriate artists, gather research related to the theme and develop techniques and approaches through imitation resulting in 1 study. Pastiche will be avoided to stretch and challenge.</p> <p>Recap presentation of artist research which will include images & biography and supporting annotations covering contextual analysis using P.A.M.C resource.</p> <p>Artist studies presented and annotated using 30 screenshots.</p> | <p>Students develop an understanding of researching and developing/drawing final design ideas. This enables students to clarify intentions and explore possible compositions. Links made to creative journey and research/techniques.</p> <p>Retrieval of knowledge on successful graphic design elements in relation to target audience, aesthetics, composition, typography, and imagery/symbolism.</p> <p>Students write a critical reflection to explain their ideas.</p> <p>Students will produce 3 annotated sketches for their final outcome(s).</p> | NA |