Term	Week	Date	Focus	Summary	Learning Outcomes
Term 3	26	10/04/23	Introduction to illustation & Comic Design	Comic book Research	Understand the assessment objectives for graphic communication.
	27	17/04/23	Roald Dahl & Quentin Blake	Artist research	Analyse the work of chosen artist.
	28	24/04/23	Marvel/ DC	Artist research	Compare and contrast different comic book styles.
	29	01/05/23	Pop Art Comics	Artist research	Evaluate the different style of comics.
	30	08/05/23	One, two & three point perspective drawing	Drawing skills	Develop drawing skills.
	31	15/05/23	Human Figure Drawings	Drawing skills	Understand the proportions of the human body when drawing.
	32	22/05/23	A3 Mood bord- Figure Drawings.	Drawing skills	Understand the proportions of the human body when drawing.
	33	29/05/23	Comic Styles & layouts.	Layout & composition	Understand how composition can be used to tell a story.
	34	05/06/23	Personal Comic Layout Design.	Layout & composition	Create personal comic design layout.
	35	12/06/23	Character Design.	Generating ideas	To create personal characters/comic strip story in the style of chosen artist.
	36	19/06/23	Development of Colour.	Colour theory	Begin application of colour to comic strip.
	37	26/06/23	Development of colour.	Colour theory	Apply colour to final comic strip.
	38	03/07/23	Presentation of Final comic Strip Deisgn.	Final comic/Evaluation	Evaluate final comic strip design.