

Term	Week	Focus	Summary	Learning Outcomes	Learning skills
<b>Term 1.1</b>	1	Introduction to illustration & Comic Design.	Comic book Research.	Understand the assessment objectives for graphic communication.	Agile- enquiring Linking- connection finding Empathetic- collaborative
	2	Roald Dahl & Quentin Blake.	Artist research.	Analyse the work of chosen artist.	Analysing- critical thinking Hardworking- practice
	3	Marvel/ DC.	Artist research.	Compare and contrast different comic book styles.	Meta thinking- meta-cognition Linking- seeing alternative perspectives
	4	Pop Art Comics.	Artist research.	Evaluate the different styles of comics.	Analysing- critical thinking Agile- enquiring
	5	One, two & three point perspective drawing.	Drawing skills.	Develop drawing skills.	Creating- Intellectual playfulness Realising- speed and accuracy
	6	One, two & three point perspective drawing.	Drawing skills.	Develop drawing skills.	Creating- Intellectual playfulness Realising- speed and accuracy Meta thinking- self- regulation
	7	Human Figure Drawings.	Drawing skills	Understand the proportions of the human body when drawing.	Analysing- critical thinking Creating- flexible thinking
	8	A3 Mood board- Figure Drawings.	Drawing skills.	Understand the proportions of the human body when drawing.	Meta thinking- self regulation, strategy planning Linking- connection finding

<b>Term 1.2</b>	1	Comic Styles & layouts.	Layout & composition.	Understand how composition can be used to tell a story.	Agile- enquiring Empathetic- collaborative Analysing- critical thinking
	2	Personal Comic Layout Design.	Layout & composition.	Create personal comic design layout.	Creating- Originality Analysing- critical thinking Hardworking- Practice
	3	Character Design.	Generating ideas.	To create personal characters/comic strip story in the style of chosen artist.	Creating- Originality Analysing- critical thinking Hardworking- Practice
	4	Character Design.	Generating ideas.	Develop personal comic characters.	Agile- risk taking Creating- Originality
	5	Development of colour.	Colour theory.	Begin application of colour to comic strip.	Hardworking- Practice Meta-thinking- strategy planning
	6	Development of colour.	Colour theory.	Apply colour to final comic strip.	Hardworking- Practice Meta-thinking- strategy planning Empathetic- Collaborative classroom
	7	Presentation of Final comic Strip Design.	Final comic/Evaluation.	Evaluate final comic strip design.	Analysing- critical thinking Creating- fluent thinking Linking- connection finding.