

Term	Week	Focus	Summary	Learning Outcomes	Learning skills
Term 1.1	1	Introduction to Graphic Communication: Component 1	Classroom expectations / health and safety rules GCSE requirements of course. Exploration of the purpose of graphics and formal characteristics that define successful work Exploring different starting points for graphics.	Students will Analyse and develop and understanding to the Pearsons GCSE specification.	Empathetic- Collaborative Critical thinking
	2	Introduction to A-Z of graphic design brief	Create letter forms for a visually engaging alphabet book. Demonstrate your understanding of graphic design processes, designers, text, image and layout.	Explore the design process with various designers, text and image.	Creating- Originality Hardwork- Perserverance
	3	Collaging (A-B)	Explore cutting out negative space using elements of imagery to produce typography.	Experiment with the use of negative space.	Meta-thinking: strategy-planning Linking- Connection Finding
	4	Forms of Drawing (C-E)	To develop expression, throw a range of different materials, practice ink-handling skills and fine liner Students will apply a multi-step method of creating artwork in their own original works.	Explore visual expression through a variety of mediums.	Analysing- logical thinking Agile- risk taking
	5	Origami & Grid (F-G)	To enquire skills on origami techniques and investigate ways to to use grids to produce different ranges of the letter G.	Experiment with the process of origami.	Agile- Enquiring Meta-thinking: Strategy-planning

Term 1.2	6	Hatching and illustration (H-I)	Examine ways to include hatching in a form of illustrative typography and study inverting images on photoshop.	Examine how 'hatching' can be included as a form of illustrative typography.	Empathetic: Critical thinking Linking: Big picture thinking
	7	Juxtaposition and Kerning (J-K)	Developing ideas on contrasting typography, merging together different forms of text. Understanding the spacing between letters and applying it to personalised typography.	Develop understanding of typography.	Hardworking- Practice Realising- Speed and Accuracy
	1	Layers and Mono printing (L-M)	Research old formats of graphic design through Monoprinting and developing the understanding on layering both physically and digitally.	Experiment with the mono-printing process.	Creating- Fluent thinking Agile- Risk Taking
	2	Negative space and Objects (N-O)	Inspect the ideas of negative space through the production of stencils and introducing photography to look at how we can find typography in the everyday.	Evaluate connections between negative space by producing stencils.	Agile- Enquiring Linking- Imagination
	3	Repeat Pattern (Q-R)	Evaluate how repeat pattern can be included in typography.	Develop understanding of repeat patterns.	Meta-thinking: Intellectual confidence Realising- Automaticity
	4	Stencil and texture (S-T)	Study the process of screen printing, using knowledge of negative space to create a stencil. Adding physical and digital forms of texture to letters.	Study the process of screen-printing.	Hardworking- practice Agile- Risk taking
	5	Uppercase & Vertical (U-V)	Investigate elements of photoshop by exploring Uppercase font and vertical tool to adapt the way typography is used.	Investigate elements of photoshop.	Hardworking- Practice Agile- Enquiring
	6	Yayoi Kusama & Zoom (Y-Z)	Understanding the importance of pattern in typography and how it is presented to the audience.	Evaluate the importance of colour and colour association.	Analysing- Critical thinking Creating- Flexible thinking
	7	Refinement lesson	Students will reflect on their practice and focus on elements that need to be refined.	Directed improvement and self-reflection time.	Hardworking- Resilience Meta-thinking- Self-regulation