

Term	Week	Focus	Summary	Learning Outcomes	Learning skills
Term 1.1	1	Introduction to Exam Paper 'Events'	<p>Overview of the GCSE Graphic Communication course and examination requirements.</p> <p>Introduction to the exam paper theme of 'Events'.</p>	<p>Understanding the assessment criteria and expectations.</p> <p>Exploring different types of events and their visual communication needs.</p>	<p>Critical Thinking: Analyzing the examination requirements and critically assessing the scope and implications of the 'Events' theme.</p> <p>Organization: Planning and organizing study materials, resources, and time effectively for the upcoming weeks.</p> <p>Effective Communication: Participating in class discussions to share thoughts, ask questions, and seek clarification about the examination expectations.</p>
	2	Unpacking a Subtheme	<p>Choosing a specific subtheme within the broader 'Events' theme (e.g., festivals, concerts, party events).</p> <p>Conducting research on the chosen subtheme, including its history, target audience, and visual aesthetics.</p>	<p>Analyzing existing graphic communication materials related to the subtheme (e.g., posters, websites, tickets, merchandise).</p> <p>Identifying key design elements and characteristics associated with the subtheme.</p>	<p>Research Skills: Conducting comprehensive research on the chosen subtheme, gathering relevant information from a variety of sources.</p> <p>Creativity: Applying creative thinking to explore different angles and interpretations of the subtheme, generating unique ideas.</p> <p>Collaboration: Working collaboratively with peers to discuss and exchange insights on the subtheme, fostering a cooperative learning environment.</p>

Year: 11

Subject: Graphics

	3	Personalised research	<p>Individual research on various graphic communication materials relevant to the chosen subtheme.</p> <p>Studying different design approaches for posters, websites, tickets, and merchandise related to events.</p>	<p>Analyzing successful examples and identifying effective design strategies.</p> <p>Collecting visual references and inspiration for future design work.</p>	<p>Information Literacy: Evaluating and selecting appropriate graphic communication materials for analysis and reference.</p> <p>Independent Learning: Independently exploring and acquiring knowledge on various event-related materials, expanding personal understanding.</p> <p>Reflection: Reflecting on the research findings, identifying patterns, and drawing meaningful conclusions to inform design decisions.</p>
	4	Graphic Designer Research 1	<p>Researching renowned designers' approaches, styles, and techniques to support subtheme ideas.</p>	<p>Studying the work of influential graphic designers in the field of event-related communication.</p>	<p>Analytical Thinking: Analyzing the work of influential graphic designers, examining their design principles, techniques, and visual language.</p> <p>Adaptability: Integrating new design approaches and techniques inspired by renowned designers into personal design processes.</p> <p>Reflection: Reflecting on the designer research and responding creatively by experimenting with alternative design solutions.</p>
	5	Responding to graphic designer 1	<p>Analyzing and critiquing selected works, identifying their strengths and unique design solutions and implementing this in to</p>	<p>Responding to the research findings by creating design experiments and explorations inspired by the designers' work.</p>	<p>Creating: Analyzing the work of influential graphic designers and using their work as inspiration to generate new ideas and designs.</p> <p>Hard Working: Engaging in thorough research to gather information about the chosen</p>

			personalised project by using elements of the graphic designer's style.		graphic designers, their techniques, and their impact on the field.
	6	Graphic Designer Research 2	Researching renowned designers' approaches, styles, and techniques to support subtheme ideas.	Studying the work of influential graphic designers in the field of event-related communication.	<p>Analytical Thinking: Analyzing the work of influential graphic designers, examining their design principles, techniques, and visual language.</p> <p>Adaptability: Integrating new design approaches and techniques inspired by renowned designers into personal design processes.</p> <p>Reflection: Reflecting on designer research and responding creatively by experimenting with alternative design solutions.</p>
	7	Responding to graphic designer 2	Analyzing and critiquing selected works, identifying their strengths and unique design solutions and implementing this in to personalised project by using elements of the graphic designers style.	Responding to the research findings by creating design experiments and explorations inspired by the designers' work.	<p>Creating: Analyzing the work of influential graphic designers and using their work as inspiration to generate new ideas and designs.</p> <p>Hard Working: Engaging in thorough research to gather information about the chosen graphic designers, their techniques, and their impact on the field.</p>
	8	Graphic Designer Research 3	Researching renowned designers' approaches, styles, and techniques to support subtheme ideas.	Studying the work of influential graphic designers in the field of event-related communication.	Analytical Thinking: Analyzing the work of influential graphic designers, examining their design principles, techniques, and visual language.

					<p>Adaptability: Integrating new design approaches and techniques inspired by renowned designers into personal design processes.</p> <p>Reflection: Reflecting on the designer research and responding creatively by experimenting with alternative design solutions.</p>
Term 1.2	1	Responding to graphic designer 3	Analyzing and critiquing selected works, identifying their strengths and unique design solutions and implementing this in to personalised project by using elements of the graphic designers style.	Responding to the research findings by creating design experiments and explorations inspired by the designers' work.	<p>Creating: Analyzing the work of influential graphic designers and using their work as inspiration to generate new ideas and designs.</p> <p>Hard Working: Engaging in thorough research to gather information about the chosen graphic designers, their techniques, and their impact on the field.</p>
	2	Design Idea 1	Generating initial design ideas based on the research conducted.	Developing a range of design options for various event materials (e.g., posters, websites, tickets, merchandise).	<p>Critical Thinking: Identifying design challenges and employing creative problem-solving skills to generate innovative design concepts.</p> <p>Collaboration: Providing and receiving constructive feedback to refine and improve design ideas through open and respectful communication.</p>
	3	Refine Design Idea 1	Exploring different concepts, layouts, color schemes, and typographic treatments.	Refining and iterating on the design ideas through feedback and self-evaluation.	Hardworking: Encouraging students to invest dedicated time and effort into their design process, demonstrating persistence and diligence in exploring and refining their ideas.

					Creating: Inspiring students to think creatively and innovatively, pushing the boundaries of their design concepts and experimenting with unique solutions.
	4	Design Idea 2	Generating initial design ideas based on the research conducted.	Developing a range of design options for various event materials (e.g., posters, websites, tickets, merchandise).	<p>Critical Thinking: Identifying design challenges and employing creative problem-solving skills to generate innovative design concepts.</p> <p>Collaboration: Providing and receiving constructive feedback to refine and improve design ideas through open and respectful communication.</p>
	5	Refine	Exploring different concepts, layouts, color schemes, and typographic treatments.	Refining and iterating on the design ideas through feedback and self-evaluation.	<p>Hardworking: Encouraging students to invest dedicated time and effort into their design process, demonstrating persistence and diligence in exploring and refining their ideas.</p> <p>Creating: Inspiring students to think creatively and innovatively, pushing the boundaries of their design concepts and experimenting with unique solutions.</p>
	6	Selection of final design idea for Mock exam	Exploring and evaluating of various design ideas, students will select their most compelling and innovative concepts to refine and showcase in their final outcome.	<p>Showcase individuality and personal artistic style by selecting design ideas that reflect their unique ideas in relation to the theme 'Events'.</p> <p>Exhibit adaptability and flexibility by refining and adjusting chosen design concepts based on feedback</p>	<p>Creative: Students demonstrate creative thinking skills by exploring diverse design ideas, generating innovative solutions, and incorporating unique elements into their final design selection.</p> <p>Critical Thinking: Students apply critical analysis skills to evaluate and assess different design concepts, considering their</p>

				and self-reflection, ensuring continuous improvement and alignment with the desired outcome.	effectiveness, coherence, and alignment with the project's goals and criteria.
	7	Mock Exam	<p>Selecting the most successful design concept.</p> <p>Refining and finalizing the chosen design for the event-related materials.</p>	<p>Preparing the final outcome, ensuring it meets the assessment criteria and exam board specifications.</p> <p>Presenting the final design and reflecting on the design process and decisions made throughout the project.</p>	<p>Agile Thinking: Students demonstrate agile thinking by quickly adapting to changing circumstances and exploring multiple approaches to representing different events creatively.</p> <p>Critical Thinking: Students employ critical analysis skills to evaluate and interpret the significance and impact of various events, considering their cultural, social, and historical contexts.</p>