

| Term            | Week | Focus                          | Summary                                     | Learning Outcomes   | Learning Skills  |
|-----------------|------|--------------------------------|---|---|--|
| <b>Term 1.1</b> | 1    | Introduction to Graphic Design | Evaluating core principles/formal elements. | Develop an understanding of graphic design and where it can be seen in everyday life. | Empathetic- collaborative<br>Linking- Connection finding   |
|                 | 2    | Line Techniques                | Exploring the value of line.                | Experiment with value of line as a drawing technique.                                 | Agile- Enquiring<br>Creating- Originality                  |
|                 | 3    | Tonal Ranges                   | Creating tonal values.                      | Identify the importance of tone when drawing.   | Analysing- Critical or logical thinking                    |
|                 | 4    | Tints and Shades               | Experimenting with creating tints & shades. | Evaluate the difference between tint and shade.                                       | Realising- Automaticity<br>Linking- Generalisation         |
|                 | 5    | Colour Theory                  | Primary, secondary, tertiary colours.       | Analyse the colour wheel to explore various colour groups.                            | Meta thinking- Meta-cognition<br>Empathetic- Collaborative |
|                 | 6    | Colour Association             | Exploring colour theory and emotion.        | Evaluate the use of colour to express mood and emotion.                               | Creating- Flexible thinking<br>Linking- Generalisation     |
|                 | 7    | Typography                     | Creating Font types.                        | Understand what typography is and where it can be seen.                               | Agile- Risk Taking<br>Meta thinking – Strategy planning    |
|                 | 8    | DIRT time                      | Dedicated Improvement and Reflection Time.  | Dedicated improvement and reflection time.  | Meta thinking- Self regulation<br>Hardworking- Resilience  |

**Term 1.2**

|  |          |                            |  |   |   |
|--|----------|----------------------------|--|---|---|
|  | <b>1</b> | Logo Design                | Evaluate the logo design's for various brands.   | Analyse the importance of logo design.                            | Analyse- Critical Thinking<br>Empathetic- Collaborative classroom   |
|  | <b>2</b> | Research into chosen Brand | Shoe Design Assignment Brief.  | Understand how to interpret a client/project brief.               | Linking- Big picture thinking<br>Agile- Creative and enterprising   |
|  | <b>3</b> | Personal Shoe Design       | Design idea 1.   | Develop observational drawings incorporating the formal elements. | Hardworking- Practice<br>Meta thinking- Intellectual confidence     |
|  | <b>4</b> | Personal Shoe Design       | Design idea 2.   | Develop observational drawings incorporating the formal elements. | Hardworking- Perseverance<br>Meta thinking- strategy-planning       |
|  | <b>5</b> | Personal Shoe Design       | Design idea 3.   | Develop observational drawings incorporating the formal elements. | Hardworking- Resilience<br>Creating- originality                    |
|  | <b>6</b> | Final Poster Presentation  | Production of final poster.  | Understand how to present an outcome.                             | Analysing- Critical thinking<br>Empathetic- confident               |
|  | <b>7</b> | Project Evaluation         | Written evaluation of project and design ideas including subject specific terminology. | Written evaluation of project and personal design ideas.          | Meta thinking- Intellectual confidence<br>Creating- Fluent thinking |

