



| Term | Week | Focus | Summary | Learning Outcomes | Learning Skills |
|-----------------|------|--|----------------------|---|--|
| Term 1.1 | 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 bord- Figure Drawings. | Drawing skills. | Understand the proportions of the human body when drawing. | Meta thinking- self regulation, strategy planning Linking- connection finding |

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| Term 1.2 | 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. |