

Year 10 GCSE Graphic Communication

<p>Term 1 topic: Mini Learning Project & Main Project Music Brief</p> <p><i>Students learn foundation skills for GCSE such as how to research, analyse and review and basic skills within Photoshop and Illustrator. Students then apply these skills to a brief.</i></p> <p>LEARNING OBJECTIVES A01: Develop ideas based on research A02: Refine ideas through experimentation A03: Record ideas skillfully A04: Present a personal and meaningful response</p> <p>Work to be completed:</p> <ol style="list-style-type: none"> 1. Workshops on analysis, design skills, and digital workshops 2. Brief Summary & Mind Map 3. General research (into the brief) 4. Photoshoots and recording from photographs 5. Collection of Secondary images and recording <p>Recording will take place in the form of drawing, painting, print making, digital processes, photography and annotations</p>	<p>Expo 2020 ‘Challenge’ Activity – ‘Connecting Minds, Creating the future’ Opportunity, Mobility, Sustainability</p> <p>Opportunity - Students have the opportunity to gain professional skills and develop innovative personal responses to a range of scenarios. The briefs are realistic and local in context giving student the opportunity to understand creative industry processes. Students gain confidence through a range of tasks allowing them to communicate thoughts and ideas successfully.</p> <p>Mobility – Consistence use of a range of professional software to provide students with relevant and valued technical skills. Students study a range of artists and designers in order to reflect on social, cultural and political contexts.</p> <p>Sustainability – Through responding to a range of design briefs students are consistently problem solving and developing original and personal ideas. Students are encouraged to use digital software to create and present work.</p>
<p>Term 2 topic: Music Brief</p> <p><i>Students investigate the work of a range of designers through analysis and experimenting with ideas. Students explore a range of media, techniques, materials and processes in response to designers.</i></p> <p>LEARNING OBJECTIVES A01: Develop ideas based on research A02: Refine ideas through experimentation A03: Record ideas skillfully A04: Present a personal and meaningful response</p> <p>Work to be completed:</p> <ol style="list-style-type: none"> 1. Designer research and experiments 2. Final ideas 	<p>Cross Curricular Links/Projects</p> <p>Maths - Use of proportions, ratios, measuring, working with nets and understanding 2D and 3D shape English - Use of PEAL to communicate, analyse and interpret the work of others, and own work. Understanding a range of texts as part of research. Understanding and applying specialist vocabulary. Creating design work in response to texts (Illustration) Science - Understanding materials. Geography - Cultural and geographical context of art and design. History - Looking at historical and contemporary artists and designers to reflect on the impact of cultural and social contexts. ICT - Use of technology to create work. Moral Education – Discuss art and design as a reflection of society and changes in moral code and lifestyle. Media Studies – Analysis and creation of animation, film, advertising.</p>

Term 3 topic: Music Brief & Independent Project

Students investigate the work of a range of designers through analysis and experimenting with ideas. Students explore a range of media, techniques, materials and processes in response to designers.

Students apply skills learned to a second independent brief.

LEARNING OBJECTIVES

A01: Develop ideas based on research

A02: Refine ideas through experimentation

A03: Record ideas skillfully

A04: Present a personal and meaningful response

Work to be completed:

1. Refinement of final idea (colour, illustration, composition)
2. Final piece plan
3. Final piece
4. Introduction to independent project
5. Mind Map & Brief Summary
6. General Research

Assessment Format:

- Continual assessment
- Peer assessment
- Written feedback
- Assessment week tasks and feedback
- Self evaluation
- Peer evaluation

Key Subject Specific Skills:

Ability to analyse, interpret and respond.

Develop design ideas successfully by using a range of media to communicate ideas.

Independently develop concepts and ideas through purposeful investigations into art and design. Painting, drawing, printmaking, 3D and 2D digital art, Photoshop, InDesign, Illustrator, animation, typography.

Assessment Objective Overview

Through this component, students must:

- Develop ideas through investigations, demonstrating critical understanding of sources (AO1)
- Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes (AO2)
- Record ideas, observations and insights relevant to intentions as work progresses (AO3)
- Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language (AO4).

Links for Home Learning/Extension Resources:

[Pinterest.com](https://www.pinterest.com)
[Behance.org](https://www.behance.org)
[Thisiscolossal.com](https://www.thisiscolossal.com)
[Itstnicethat.com](https://www.itstnicethat.com)
[Widewalls.com](https://www.widewalls.com)
[Tate.org](https://www.tate.org)
[Creativebloq.com](https://www.creativebloq.com)
[Underconsideration.com](https://www.underconsideration.com)
[99designs.com](https://www.99designs.com)
[Dandad.com](https://www.dandad.com)

--	--