Key Stage 3 Subject Timeline Year 7 to 8
Subject: Graphics

Year 7 – 10 week rotation (2022 – 2023)		
Weeks 1 - 3	**Weeks 4 - 6**	**Weeks 7 – 10**
Key concept/Skill	**Key concept/Skill**	**Key concept/Skill**
Correct selection of colour and correct use of pencils (shading and toning) Demonstration of freehand drawing ability and creativity. Understanding and writing of a Design Brief and understanding the reasons why we write one.	Creation of mood boards to help generate new project ideas. Analysing an existing product to prompt some critical thinking around the project brief. Brand Identity, looking at company logos and students then develop their own logo.	Concept designing various ideas to suit their design brief. Use a 2D Design software to create a Graphic Design project. Physical modelling of the final product (printing, cutting, folding and gluing)
End Point	**End Point**	**End Point**
Students will be able to correctly select and use colours, applying different shades and tones to various objects that they will have drawn themselves. Students will be able to write their own Design Brief for their own project and explain the relevance of having a design brief.	Students will be able to create a detailed mood board to suit the project that they are undertaking. They will be able to analyse an existing product to help them understand how previous designers have worked on a task. They will develop a number of logos to go with their new design brief and be able to explain how their logo suits their new brand.	Students will be able to concept design a number of ideas for any design task being undertaken. Students will successfully create a 2D design of a sweets package that they will then assemble and promote. Students will work through the practical tasks to complete the modelling of the packaging and submit an assembled model for assessment.
Assessment	**Assessment**	**Assessment**
Formative and Summative Assessment throughout and at the end of the module.	Formative and Summative Assessment throughout and at the end of the module.	Formative and Summative Assessment throughout and at the end of the module.

Use of Technology   Cultural Capital   Inclusiveness   Diversity

Key Stage 3 Subject Timeline Year 7 to 8
Subject: Graphics

Year 8 – 10 week rotation (2022 – 2023)		
Weeks 1 - 3	**Weeks 4 - 6**	**Weeks 7 – 10**
Key concept/Skill	**Key concept/Skill**	**Key concept/Skill**
Correct selection of colour and correct use of pencils and pens (shading and toning) Demonstration of freehand drawing ability and creativity through a shapes exercise turning ordinary shapes into everyday objects. Understanding and writing of a Design Brief for a chosen project and understanding the reasons why we write a design brief.	Creation of detailed mood boards to help generate new project ideas. Analysing an existing product to understand previous designers' ideas and to prompt some critical thinking around the project brief. Brand Identity, looking at company logos and the importance of them and students then developing their own logo for their company.	Concept designing various ideas to suit their design brief through freehand drawing. Use a 2D Design software to create a Graphic Design project of a new sweets box for a new brand of sweets. Physical modelling of the final product to produce a prototype of their final sweets package (printing, cutting, folding and gluing)
End Point	**End Point**	**End Point**
Students will be able to correctly select and use colours, applying different shades and tones to various objects that they will have drawn themselves. Demonstrating a detailed understanding of colour use and selection and improving their freehand drawing ability. Students will be able to write their own Design Brief for their own project highlighting 3 or 4 key concepts within their brief and they will be able to explain the relevance of having a design brief.	Students will be able to create a detailed mood board to suit the project that they are undertaking thus prompting creative thinking when designing their own projects. They will be able to analyse an existing product in detail to help them understand how previous designers have worked on a task and to understand what go on a packaging and why it is needed. They will develop an understanding of how brand identity helps to promote companies and then they will develop several logos to go with their new design brief and be able to explain how their logo suits their new brand.	Students will be able to concept design several ideas for any design task being undertaken through freehand sketching and constructive discussion with others. Students will successfully create a 2D design of a sweets package that they will then assemble and promote. They will be able to apply all the necessary additions to their packaging and understand the reasoning surrounding the addition of all extras. (bar codes, imagery, etc) Students will work through the practical tasks to complete the modelling of the packaging and submit an assembled model for assessment. This will be a detailed prototype of their new sweets package to which must adhere to their previously wrote design brief.
Assessment	**Assessment**	**Assessment**
Formative and Summative Assessment throughout and at the end of the module.	Formative and Summative Assessment throughout and at the end of the module.	Formative and Summative Assessment throughout and at the end of the module.

Use of Technology   Cultural Capital   Inclusiveness   Diversity