

Sandbach School Art & Design: GRAPHICS

Inspire and challenge while developing cultural understanding and practical technique

<u>Implementation</u>

A Level Intent: -Independence of their own ideas, intentions personal outcomes -Investigative, analytical, experimental,

Intent

practical, technical and expressive skills, aesthetic understanding and critical judgement -Experience of working with a broad range of media, both digital and handmade processes -An understanding of interrelationships between graphics

they operate -Knowledge and understanding of design and media and technologies in contemporary and past societies and cultures

developing, refining and communicating and design processes and an awareness of the contexts in which

GCSE Intent:

-Engage in the creative process of Graphics and Design through typography and illustration -Experiment with, invent and create their own works using both digital and made-made processes -Develop and refine ideas and proposals, personal outcomes or solutions with increasing independence -become confident in taking risks and learn from experience

Transition and Induction Phase Intent:

Knowledge around key areas of art of landscape, portrait, still life and sculpture -Develop a broad cultural understanding. -Explore the Formal Elements of Art was well as developing skills in research, recording and analysing -Develop confidence in a range of practical materials and processes

Personal Investigation: Personal Response Idea development and

outcome production

Personal

Investigation:

Media Trials

Working in the style

of selected

designers

Brand Re-brand -

T-Shirt Design:

Development of

ideas and digital

ESA Stages 1&2 Externally set assignment. Research, recording, exploring

ESA Stages 3&4 Externally set assignment. Developing ideas and final

create outcome (15 hrs)

A Level- Skill Mastery:

Critical Evaluation Proficiency in media and techniques **Idea Execution**

Personal Investigation: Year **Media Trials** Working in the style of **13** selected designers

Personal Investigation: Intro & Mind Mapping Exploring contextual references and idea generation

Year

12

HT4 Intro Unit: Re-branding the **National Trust Development** of ideas and producing final outcomes

Intro Unit: Re-branding the National Trust Working to a brief, mixed media and digita workshops

Intro Unit- Zines: Intro Unit- Zines: Workshop Phase exploring

developing outcomes to create a zine

Workshop Phase,

communicate ideas, solutions and responses, and present them in a range of visual, tactile and/or sensory forms

GCSE art and design

-Develop their ideas

-Select and critically

-Refine their ideas as

experimenting with

media, materials,

-Record their ideas

specialist vocabulary.

using appropriate

-Realise personal

understanding of

the creative and

relevant practices in

techniques and

students must

demonstrate

the ability to:

investigations

analyse sources

work progresses

through

through

processes

intentions

-Have an

cultural

industries

Impact

By the end of A Level,

students will know

• Research; gather,

recording experiences

select & organise visual information

and observations.

analyse, discuss,

independent

judgements

knowledge &

work of others

• Generate and

of enquiry using

understanding in

making images and

work; and plan and

develop ideas in the

others' evaluations

light of their own and

Organise, select and

artefacts; review and

techniques

modify

evaluate & record

Develop and extend

understanding of the

explore potential lines

appropriate media &

Apply knowledge and

thinking informing their own work via

• Explore resources;

how to:

ESA Stages 1&2 Externally set assignment. Research, recording, exploring

HT1

GIFF Design:

Exploring designers,

mixed media and

digital workshops

to inform responses

GCSE Skills: Developing ideas, proficiency in materials

and techniques (both handmade and digital), recording

ideas, planning a personal outcome

Drinks Can Design Project: Drinks Can Design Project:

outcomes Brand Re-brand -

ESA Stages 3&4 Externally set assignment. Developing ideas and final create outcome (10 hrs)

Year

11

HT6

Mixed media and digital

workshops based on

designers, imagery and

typography

Written Personal Study

Brand Re-brand -Poster: Exploring

Year

10

Graphics Bridging Course

HT1 - Rotation 01

Brand Re-brand -Logo Design: designers, mixed Exploring branding, media and digital researching into workshops to inform brands and working responses to a brief

Magazine Cover Project Producing a range of outcomes which meet the brief

Project:

Magazine Cover Qualification Phase: Beginning of GCSE Course Developing ideas and

photography,

typography and

design

exploring media **Graphic Portrait Graphic Portrait Project:**

Project: Studying Mixed media and contemporary digital workshop designers in techniques, linking to exploring design artists techniques

typography

HT4 - Rotation 02 Vector Illustration: Digital workshop exploring vector graphics to produce a

HT5

Mixed media and digital

workshops based on

designers, imagery and

minimalistic poster

HT3 - Rotation 02 Constructivism - CD **Design:** Exploration of typography and imagery researching into designers

HT2 - Rotation 01 **Vector Illustration:** Digital workshop exploring vector

Constructivism - CD **Design:** Exploration of typography and imagery researching graphics to produce a minimalistic poster into designers

Year 9

Y7 Developing Knowledge

and Skills: Knowledge of the Key Elements of Art and both historical and contemporary artists and designers. Skills in recording using a range of 2D and 3D media

Art and Design

Taught on rotation Identity Project: Media and materials workshops exploring identity and working towards a personal outcome - Op **Art and Street Art**

Y9 Art and Design: Continues to secure knowledge and skills with an emphasis producing a personal outcome and an understanding the role of art and design in the wider world

Y8 Securing Knowledge and Skills: Knowledge of the Key Elements of Art and both historical and contemporary artists and designers. Skills in recording using a range of 2D and 3D media

HT6 **Food Glorious Food:** Realism - Observational drawing, exploring scale and media – Realism and <mark>artists Sarah Graham and</mark> <mark>J</mark>oel Penkman

HT4 and 5 **Food Glorious Food:**

Observational drawing, line and wire – Pop Art and Helaina Sharpley

HT3 Under the Sea:

Design for 3D and ceramics – Heather Knight

HT2 **Under the Sea:**

Printmaking and development -Gilbert Ford

HT1

Insects: Pattern and printmaking -Rosalind Monks and Alison Headley HT3 Still-life:

HT4 and 5

Landscapes: Colour,

line, composition and

architecture – Fauves

and Ruth Allen

Cultures: Typography, observational drawing

and 3D- Tribal masks and Kimmy Cantrell

Year 8

HT1 Crosscurricular project

7

Under the Sea: Pattern and line – Jason Scarpace

Observational drawing, painting skills - Picasso and Van Gogh

Elements of Art: Colour theory, Line, Shape and

HT1 **Our School** (Blended Project) Space - Kandinsky

Transition and

Induction Phase

Year

By the end of Y9, students will know how -Develop their own

ideas and execution of these -Handle a range of

processes and materials, including 2D and 3D -Use a range of techniques to record their observations in sketchbooks, and other forms

-Analyse and evaluate their own work, and that of others -Learn about the history

of art and design, including historical and contemporary artists and designers