

Curriculum Map Graphics

Overall curriculum intent	The De La Salle Graphic Design curriculum intends students to think conceptually, exploring, analysing and evaluating Graphic Design work.
Culture	To create an environment that enriches the cultural identity of the school, and offers opportunities beyond the classroom in all aspects of Design.
Skills	I intend to develop learners who can research, explore, use paper based and digital drawing skills, using different materials and techniques to convey their ideas and messages digitally or onto paper.
Analysis and Evaluation	I intend to develop learners who know how to analyse their own work and the work of others. I intend to develop the learners ability to evaluate what went well and what needs improvement in their own work.
Social and Historical understanding	I intend to develop learners that have a broad understanding about the historical journey of design, and it's influence on current practice.
Sequenced learning	I intend to develop independent, innovative and experimental learners that stretch and challenge themselves creatively within their work. The process of development is instilled from year 7, and the students will cumulatively build their ability to work autonomously and develop their work effectively.

Year 7	Tech Rotation - Graphics
	The foundations of Graphic Design - The students learn how to use tone and colour theory in design. Within this unit they design and make a wooden Block Bot toy.

Year 8	Tech rotation - Graphics
	Exploring 3D - the students learn how to progress from 2D to 3D drawing, and learn the fundamental skills of perspective and Isometric drawing. This unit culminates in a 3D model of a shop front.

Year 9	Tech rotation - Graphics
	Sustainability - within this unit the students explore sustainability and pollution, biomimicry and 'smart' materials. This unit culminates in a final piece that targets an audience, and applies the theory of publicity to campaign for an issue that the students feel empowered to highlight in society.

Year 10	Autumn term	Spring term	Summer term
	Unit 1 - Graphic design Components: colour, tone, line, imagery, composition, typography	Unit 2 - Understanding the work of the Graphic designers. Within this unit we study the work of established Graphic Designers, and create work that reflects our understanding and applies it to design.	Evaluating the work - within this term, they complete both projects 1 and 2, and complete evaluations on both units. Mock exam 1.

Year 11	Autumn term	Spring term	Summer term
	Unit 3 - Respond to a graphic design brief. Mock exam 2.	Exam preparation for the external exam in March. Unit 4 - Understand working in the graphic design industry and progression routes into it.	Unit 4 - Creating a graphic design portfolio. Completion of coursework before the written exam season begins.