



		Timeline	Term 1 - 7 Weeks	Term 2 - 7 Weeks	Term 3 - 7 Weeks	Term 4 - 6 Weeks	Term 5 - 5 Weeks	Term 6 - 6 Weeks		
		<b>KS3 Graphics &amp; Photography Curriculum Overview</b>	<b>Implementation (Year 9)</b>	<b>Year Overview</b>	Graphic Design Project: Eco Festivals Advertising. This project is one rotation (16 weeks, 1 lesson per week). It is designed to build on the students previous knowledge of graphic design and photography. The students will learn about photoshop, how to write about designers, editing techniques, typography and the design process.					
<b>SOW</b>	<b>Graphic Design: Eco Festival</b>									
<b>Assessment Type &amp; Unit Focus</b>	<b>Content and skills:</b> Festival research Analysing designs and layouts of posters and advertising Creating a festival logo Typography design Research and response to graphic designers Photoshop layouts and designs Product research – bags Applying design to a tote bag Developing knowledge of compositions and layouts Designing and drawing skills Textured backgrounds workshop Building on drawing skills for designing typography Developing and creating a final piece Photoshop skills – layers and compositions Application of logo to products and advertising Creating prototypes				<b>Assessment points:</b> 1. Baseline assesemnt: logo design hw and front cover logos 2. Designer research and edit in the style of Lauren Hom 3. Festival logo designs 4. Final piece (grade only)			<b>Types of assesment:</b> Teacher Pupil Peer Verbal Feedback		
<b>Topic Texts</b>	Article/ extended reading for each project Research on designer/ photographer									
<b>Impact</b>	<b>Year Tracking</b>	Year 7	RP1 - Nov RP2 - Feb RP3 - Jun	Year 8	RP1 - Nov RP2 - Feb RP3 - Jun	Year 9	RP1 - Nov RP2 - Jan RP3 - Jun			
	<b>literacy and Numeracy links</b>	Literacy: Researching on the internet and studying from articles and websites is essential for students to work independantly during their projects. Students must be able express their own thoughts, opinions, ideas and evaluate in their written work. Numeracy: Students use numbers and values in camera functions and editing software.								
	<b>How It Is Used / Skills Set Developed / Outcomes</b>	Research skills and analysis skills - research of project theme and analysis of designers/ photographers Creativity - creating a designs, drawings and edits Independent skills - independent exploration of ideas and choice within themes Digital skills - developing knowledge of how to use photoshop for both graphic design and photography Develop a final outcome - to explore a project from starting ideas through to final outcome								
	<b>Links to Higher Education</b>	Students will have gained skills useful for studying a GCSE in Graphic Communication and/ or Photography. Students will be able to use the skills gained in these GCSEs to apply for creative university courses or any future work based on photography, design, presentation, graphics, project based skills, film studies or digital media.								
	<b>Careers in the Curriculum</b>	Studying a Photography related degree at university will enable career opportunities including: animator, camera operator, creative director, designer, director, editor, graphic designer, illustrator, journalist, lecturer, museum curator, photographer (adverting / press & editorial / fashion/ wedding / product / commercial / portrait / wildlife / fine art) and teacher.								