

Half term	Unit Title Hyperlink to SOW	Description
12.1	Skills & Techniques - Students work towards a brief (branding for local food & drinks outlet) whilst developing their practical skills in a range of Graphics media techniques	<p>Design brief: Branding for local food & drinks outlet.</p> <p>Students will follow the design brief whilst trying various techniques & processes to build up their skill base ready for their Personal Investigation which makes up 60% of the final grade. Skills focus: Mind map/ analysis of task, Mood boards, Artist/designer/research, Photoshop techniques, Illustration using fine liner & watercolour wash</p>
12.2	Skills & Techniques - Branding for local food & drinks outlet	Skills focus: packaging research, Mono printing, Mono print collages, Lino printing, Lino print developemnt using Photoshop, Typography design & development, logo development, Illustrator skills
12.3	Skills & Techniques - Branding for local food & drinks outlet	Skills focus: Multimedia experimentation, Net/packageing design & development, Modelling, technical drawing
12.4	Skills & Techniques - Branding for local food & drinks outlet	Skills focus: developing an outcome/s, aplying surface graphics, practical skills, Computer Aided Manufacture (laser cutting)
12.5	personal investigation - students begin their personal investigation portfolio, this is worth 60% of their final grade.	<p>students write their own brief - they must pick a topic/concept that appeals to them and compliments their skill set -</p> <p>Tasks: write design brief (pencil in onto sketchbook)/ create mind map to analyse task/opportunities/ Mood boards of design drivers, ethos, etc / contextual research into existing products / packaging or alternative product reseach / product disassembly/ artist, designer, art or design movement reseach.</p>
12.6	Personal Investigation	<p>Personal responses/ drawings from artist:</p> <p>Use mood boards/objects/still life to complete observational drawings, which relate to the artists /designers that have been researched- start with small thumbnail sketches/prints/paintings on the research pages. Produce initial responses/ logos/ motifs- using inspiration from artists / thumbnail responses</p> <p>Students are working towards:</p> <p>2-3 pages of A3 initial drawings & hand rendered concepts with annotations (refer to key words sheet if need be)</p> <p>Designs to take inspiration from drawings & mood boards, looking into form, pattern, colour, etc</p>