

## Curriculum Map 2023-24

## Year 12

Half term	Unit title with hyperlink to scheme of work	Unit summary	Skills & content covered	Skills & content revisited	Summary of formative marking, feedback and student response	Summative assessment schedule, including assessment criteria
Autumn 1	<a href="#">Skills &amp; Techniques - Students work towards a brief for branding for local food &amp; drinks outlet whilst developing their practical skills in a range of Graphics media techniques</a>	Research techniques; mind map, mood boards, artist/designer research, sketching techniques	Design brief: Branding for local food & drinks outlet. 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	CAD graphics, Art techniques	Fortnightly tutorials - recorded on Teams with summary of feedback for reference	<a href="#">Assesment objectives</a>
Autumn 2	<a href="#">Skills &amp; Techniques - Branding for local food &amp; drinks outlet</a>	Students will develop skills with a focus on the following: packaging research, Printing techniques, development using Photoshop, Typography design & development, logo development, Illustrator skills	Focus on: packaging research, Mono printing, Mono print collages, Lino printing, Lino print developemnt using Photoshop, Typography design & development, logo development, Illustrator skills	CAD graphics, Art techniques	Fortnightly tutorials - recorded on Teams with summary of feedback for reference	<a href="#">Assesment objectives</a>
Spring 1	<a href="#">Skills &amp; Techniques - Branding for local food &amp; drinks outlet</a>	Skills focus: Multimedia experimentation, Net/packaging design & development, Modelling, technical drawing	Focus on: Collages using print work and digitally coloured work, developing packaging including net templates and surface graphics	CAD graphics, Art techniques	Fortnightly tutorials - recorded on Teams with summary of feedback for reference	
Spring 2	<a href="#">Skills &amp; Techniques - Branding for local food &amp; drinks outlet</a>	making skills including CAD/CAM	Focus on: developing an outcome/s, aplying surface graphics, practical skills, Computer Aided Manufacture (laser cutting) Skills focus: developing an outcome/s, aplying surface graphics, practical skills, Computer Aided Manufacture (laser cutting)	CAD graphics, Art techniques	Fortnightly tutorials - recorded on Teams with summary of feedback for reference	<a href="#">Assesment objectives</a>
Summer 1	<a href="#">personal investigation - students begin their personal investigation portfolio, this is worth 60% of final grade</a>	Students begin their personal investigation, this is their main course work project and is worth 60% of the over all grade.	students write their own brief - they must pick a topic/concept that appeals to them and complements their skill set - T asks: 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. They will also begin their Written Assignment where they will evaluate the project, reflecting critically on their work (1000 -3000 words in total, to be written over the course of the project and submitted along side their sketchbooks and final piece/s)	Research techniques; mind map, mood boards, artist/designer research, sketching techniques	Fortnightly tutorials - recorded on Teams with summary of feedback for reference	<a href="#">Start of Personal Investigation - worth 60% of final mark (marked, and moderated in following year, summer term)</a>
Summer 2	<a href="#">Personal Investigation</a>	Students continue working on the Personal Investigation- developing their responses to artists, designers & movements. They begin to specialise in their chosen media, developing techniques and refining outcomes. Students will continue evaluating the design process through their written assignment	Personal responses/ drawings from artist: 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 Students are working towards: 2-3 pages of A3 initial drawings & hand rendered concepts with annotations (refer to key words sheet if need be) Designs to take inspiration from drawings & mood boards, looking into form, pattern, colour, etc	Chosen specialist media	Fortnightly tutorials - recorded on Teams with summary of feedback for reference	<a href="#">Assesment objectives</a>