Year 10 Graphics	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Theme		Theme: <b>'Structure'</b> –	natural and manmade		Individual sub-themes within the main theme of 'Structure' – Students choose from <b>Anatomy, Architecture or Natural Forms</b>	
Knowledge	<ul> <li>Foundation graphics skills</li> <li>Course introduction, structure and expectations.</li> <li>The GCSE assessment objectives</li> <li>Review and deepen study of Typography and composition – Hand drawn, digital, stencil, collage, overlap, mixed typefaces and deconstruct.</li> <li>Analyse how artists use the formal elements in their work.</li> <li>Research and analyse the work of Typography artist: Greg La marche</li> <li>Develop skills with illustration and fine pen work look at 3 Illustrator's: Kerby Rosanes, Alex Konahin or Iain Mac Arthur</li> <li>Link work throughout books review and refine</li> <li>Colour theory and meaning</li> <li>Primary and secondary image sourcing.</li> </ul>	<ul> <li>3D Elements/AO1 PP</li> <li>Create a group 3D piece using quilling and folding</li> <li>Understand how artists find inspiration in paper folding, cutting and quilling for their 3D sculptures</li> <li>Research and analyse the work of paper artists: Jen Stark, Lisa Nilsson, Yulia Brodeskya, Cara Barer, Ingrid Silikas or Maud Vantours</li> <li>Understand the possibilities &amp; limitations of paper</li> <li>Keep to selected colours to reflect own theme</li> <li>Explore paper techniques and processes: craft knife skills, coiling, quilling, layering</li> <li>H &amp; S – handling craft knives</li> <li>Select a personal sub-theme and identify your area of interest by writing a statement of intent</li> <li>Find an artist that links to sub-theme, the research and analyse their work in detail</li> </ul>	<ul> <li>Photography/photoshop</li> <li>Control DSLR camera settings and take photos to digitally edit</li> <li>Know how to take own photos of paper engineering/own small letters – use of the mini studio and lights</li> <li>Understand contact sheets, how to edit and control own photography choices and print images – moving into editing and selecting key colours and filters</li> </ul>	<ul> <li>Stencil/J Johns developments</li> <li>Develop bold stencil overlap colour pen developments</li> <li>Collage inverted images and chosen colours into sprayed and dripped developments</li> <li>Create small overlapped words linking to sub theme and J Johns – link to stencil overlaps</li> <li>Develop mix media techniques – link pen work into sections of overlaps – large colour pastel/watercolour development</li> <li>Analyse J Johns work to own versions</li> <li>Compare Michael Craig-Martin to J Johns – make digital link work</li> </ul>	<ul> <li>Still life Photography, photoshop, type development, Snapseed and Picsart</li> <li>Understand how to convey emotion and movement using warping, kinetic and anaglyphic type on photoshop – link to anaglyphic development on Power point</li> <li>Take own photos from worm and birds eye view relating to sub theme – edit using Snapseed and Picsart – linking to Photoshop work on paper engineering</li> <li>Further develop ideas by adding mixed media, mark making or collaged type – link work</li> <li>Photomontage techniques - how to manipulate scale and juxtaposition – link to pen and type work</li> </ul>	<ul> <li>Fine pen developments and mono printing</li> <li>Make fine mark making experiments – link to A-Z mark making</li> <li>Explore the sub theme by making a range of fine pen and type developments in jars and lightbulbs – add key words and colour to link with previous tasks</li> <li>Develop the scraped mono prints by applying cutting, collage, mixed typography, torn edges, coloured paper, pen work etc.</li> <li>Apply words with the composition</li> </ul>
Skills	<ul> <li>Typography experimentation</li> <li>Fine pen mark making and illustration</li> <li>Stencil collages</li> <li>Pattern</li> <li>Image research techniques</li> <li>Artist research and analysis</li> <li>Sketchbook layout</li> <li>Annotation techniques</li> </ul>	<ul> <li>Paper engineering</li> <li>Develop own response to artist with paper engineering</li> <li>Clear link to sub theme through letter, images choice and colours</li> <li>Artist research and analysis</li> <li>First anaglyphic development on Power point</li> </ul>	<ul> <li>Lighting photographs with mini studio</li> <li>Printing contact sheets</li> <li>Develop colour editing skills on photoshop</li> <li>Developing into type and layering on Photoshop</li> <li>Use other free digital apps to further develop editing process</li> <li>Follow tutorials on all digital processes and stretch and challenge techniques</li> </ul>	<ul> <li>Developing a collage type development with stencils</li> <li>Refining collage skills</li> <li>Evaluating own work</li> <li>Recording process and progress</li> <li>Applying mix media to stencil words and using digital apps to create further work</li> </ul>	<ul> <li>Studio lighting</li> <li>Studio still life photography</li> <li>Photomontage</li> <li>Image sourcing</li> <li>Digital manipulating – link work</li> <li>Composition</li> <li>Own photographic and digital developments using apps</li> <li>Refinement of ideas</li> <li>Printing contact sheets</li> </ul>	<ul> <li>Independent choice</li> <li>Identify personal intentions</li> <li>Image sourcing</li> <li>Mono printing</li> <li>Making artist links</li> <li>Development/refinement</li> <li>Collage</li> <li>Embroidery</li> <li>Ink/water colour</li> <li>Cutting</li> </ul>
Independent Learning Link	https://www.bbc.co.uk/bitesize /topics/z9kmhyc https://www.bbc.co.uk/bitesize /guides/zc7sfrd/revision/1	https://www.bbc.co.uk/bitesize/g uides/zgwpnbk/revision/1	https://www.bbc.co.uk/bitesize/g uides/z2hp3k7/revision/1	https://www.bbc.co.uk/bitesize /guides/zsnbg82/revision/1	https://rociomontoya.com/ https://www.studentartguide.com /	https://www.bbc.co.uk/bitesize /guides/z38s6yc/revision/1 https://www.studentartguide.c om/

Year 11 Graphics	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Ter
Theme	Individual sub-themes within the main theme of 'Structure' – Students choose from Anatomy, Architecture, Emotions, Machines, Graffiti or Natural Forms		<b>Exam theme</b> – this is a theme released by the Exam Board at the start		
Knowledge	<ul> <li>Development of personal sub- themes</li> <li>Develop typography and images collages in the style of Cecil Touchon</li> <li>Research Touchon and similar linked artists</li> <li>Students explore their sub- themes further and are encouraged to take a very individualised approach to their work</li> <li>Development of own ideas based on Artist research and analysis</li> <li>Creating outcomes in a range of Typography, illustration, digital and photography media</li> <li>Link work from previous artists and techniques</li> </ul>	<ul> <li>Make a final piece</li> <li>Students plan a final artwork that is relevant to the theme they have been exploring</li> <li>Show that a range of different ideas has been explored for the final piece</li> <li>Test and refine art techniques that will be used to make the final piece</li> <li>Complete the final piece in a mock exam in November</li> <li>Evaluate and analyse the final piece. Explain how it is personally meaningful</li> <li>Final submission of the Coursework unit and final piece</li> </ul>	<ul> <li>Exam Unit</li> <li>Exam paper released</li> <li>Using the skills refined throughout the course, Students generate individual ideas for the exam theme</li> <li>Bespoke workshops and individualised support according to the exam theme</li> </ul>	<ul> <li>Exam Unit</li> <li>Using the skills refined throughout the course, Students generate individual ideas for the exam theme</li> <li>Bespoke workshops and individualised support according to the exam theme</li> </ul>	<ul> <li>Exam Unit</li> <li>Using the skills ref the course, Studer individual ideas fo</li> <li>Exam – a 10-hour sustained focus in assessment condit</li> <li>Final submission o and final piece</li> </ul>
Skills	<ul> <li>Development of own ideas in response to a theme and the stimulus of artists, designers and personal contexts</li> <li>Practical skills – digital, typography, collage, illustration, Notan, Folded/Origami type, 3D, printing, photography etc.</li> </ul>	<ul> <li>Identifying a personally resonant and meaningful final outcome</li> <li>Practical skills – digital, typography, collage, illustration, Notan, Folded/Origami type, 3D, printing, photography etc.</li> <li>Plan a large-scale final artwork</li> <li>Evaluation and analysis of own work</li> </ul>	<ul> <li>Independent application of graphic skills</li> <li>New practical graphic skills and processes depending on the exam theme</li> </ul>	<ul> <li>Independent application of graphic skills</li> <li>New practical graphic skills and processes depending on the exam theme</li> </ul>	<ul> <li>Independent appli skills</li> <li>Evaluation and and</li> </ul>
Independent Learning Link	https://www.studentartguide.c om/	https://www.studentartguide.co m/ http://www.art2day.co.uk http://www.thisiscolossal.com/	https://www.studentartguide.co m/ http://www.art2day.co.uk http://www.thisiscolossal.com/	https://www.studentartguide.co m/ http://www.art2day.co.uk http://www.thisiscolossal.com/	https://www.bbc.c uides/zymtv9q/rev

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