Subject:      Graphics                                                    Contact email(s): ric.mac@sns.hackney.sch.uk

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| Year group | 1st June – 17th July | | | | | | |
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| | Week 1 (01/06) | Week 2 (08/06) | Week 3 (15/06) | Week 4 (22/06) | Week 5 (29/06) | Week 6 (06/06) | Week 7 (13/06) |
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| 8 | | | | | | | |
| 9 | Mock NEA: Complete the Specification (12+ points that are justified and relate to the research. Should be presented on a table) Refer to example on SMH. The specification will guide the rest of the design process so must be clear, concise & objective

Theory: A range of theory topics will be shared via Show My HW on a regular basis – these may come in the form of a quiz or a program student should watch | Mock NEA: Initial product ideas sketched – approx 6 varied designs, draw in 3D with pencil. Ensure that they meet the requirements of the specification. Annotate by explaining how the designs meet the specification points. Exemplar on SMH | Mock NEA: Design Development – refine your product designs further – use client feedback on your initial designs and adapt work accordingly to create a final product. Draw it from various angles | Mock NEA: Initial typography design – x6 initial typography designs for branding the product. Think of a name to brand the product and draw it in various styles | Mock NEA: Typography development – refine your initial typography designs by trying to incorporate techniques such as 3d, shadows, relevant imagery/iconography. Apply colour to your designs, consider gradients and patterns if appropriate.

(If Adobe Illustrator can be accessed via creative.adobe.com then please use) | | Mock NEA: Initial packaging or Point of sale research – chose whether your product requires packaging or a point of sale display. Produce a page of research into existing packaging or POS displays. |

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| 10 | NEA (Course work project – worth 50% of actual GCSE) refer to exemplar work on SMH: Students to begin researching into new project based around the context – *NEA contexts for GCSE Design and Technology will be released on 1 June 2020 – this information will be communicated via SMH on that date.* All work to be presented in A3 or preferably using PPT slides. Start by creating a mind map: Mind map – explore the context. What are the possible outcomes? Theory: A range of theory topics will be shared via Show My HW on a regular basis – these may come in the form of a quiz or a program student should watch | NEA (Course work project – worth 50% of actual GCSE) Mood board – images associated with the NEA context – students must sum up what the context using images, this could include possible outcomes | NEA (Course work project – worth 50% of actual GCSE) Product analysis – product analysis of a relevant product similar to the one they plan to design – preferably students to find something at home to photograph & analyse or use internet if they must | NEA (Course work project – worth 50% of actual GCSE) Continue with product analysis – refer to exemplar on SMH. Use key words to analyse specific aspects of the product (ACCESSFM or equivalent) | NEA (Course work project – worth 50% of actual GCSE) Questionnaire – ask parents or siblings to be clients. Students to create questions to instigate discussion to identify needs and wants of users | NEA (Course work project – worth 50% of actual GCSE) Present questionnaire/ discussion onto a slide – refer to exemplar on SMH | NEA (Course work project – worth 50% of actual GCSE) Specification - 12+ points that are justified and relate to the research. Should be presented on a table. Example on SMH. The specification will guide the rest of the design process |
| 11 (graphics - transition class) | **Initial designs for a fragrance product** – students to refer to research completed before half term. Produce a page of quick sketches showing a varied range of ideas – | **Refined design for fragrance** – produce a final design/proposal for a fragrance bottle/vessel. Sketch out your designs until you have a final | **Packaging design /Packaging display research** – conduct basic research into innovative packaging or ways products can be displayed using | **Typography research & initial sketches** – Refer to your mood board and use the internet to find examples of typography that have an | Typography development – choose your most successful/favourit e typography design and refine it, produce a final design. | Typography development - Develop your typography using Illustrator (or alternative program) by applying gradients, shadows, etc. try various colour ways. Annotate - Annotate your design work to clarify how you took inspiration from your | |

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| | aim for around 8 different ideas. | refined drawing of the product. Use pencil but you could also use a CAD based drawing program if you are able. | internet (or anything at home if you can) **Packaging design** – sketch a range of packaging designs for your fragrance bottle/vessel. Innovative & varied taking inspiration from your research | appropriate style/aesthetic in keeping with your design driver (your first research mood board). Sketch approximately 8 typography designs for the possible name of your product. They can be different names so long as they 'fit' the aesthetic | Use Illustrator to trace around your design if you can. Refer to online tutorials: https://www.youtube.com/watch?v=hNjxcvvP1Mo  (you can use an alternative CAD program if you prefer) Go to creative.adobe.com to download Adobe apps for free! Login with school password. | research/how it meets your design intentions. |
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| 12 | styles/Designers/artists research : Look into artists or design styles that you like and want to take inspiration from. Present images in your books, Annotate the images and begin responses to them.  Continue the process if by looking at alternative designers / artists | | Continue responses to research: Produce a range of responses by combining imagery from your mood board and by taking inspiration from researched design work. Consider various media such as; drawing, painting, collage, CAD based work (you can get Adobe CS by going to creative.adobe.com - login with your school email and passwords to download apps, Illustrator & PS).  Refer to exemplar work for 'Bakar' & 'Secret garden' projects both emailed and on SMH | | | |
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| Notes and guidance for parents, carers and students. | | | | | | |