

YEAR 10 GRAPHICS		Description	Levels covered	Skills & content covered	Skills & content revisited
AUTUMN 1	Blister packaging making	Context: this section of the lamp project focuses on the making of the lamp packaging. Design work is finalised using CAD. The blister packages will be modelled using MDF blocks & formed will HIPS on the vacuum former.		isometric drawing, orthographic drawing, making of mould, forming with vacuum former, cropping outer packaging, gluing/assembly.	All skills will be revisited during the design & making sections of the controlled assessment unit.
AUTUMN 2	CA Research	Candidates should be encouraged to undertake focused and relevant research which must be analysed. Activities/ research pages: analysis of the design context product evaluation market research Research of target market/client.		Candidates should be encouraged to undertake focused and relevant research which must be analysed. Activities/ research pages: analysis of the design context product evaluation market research Research of target market/client.	product analysis skills revisited during Unit 2/exam practice.
SPRING 1	CA Designing of confectionary product and branding	context; Students begin the designing of their confectionary product. students are encouraged to design with creativity, flair & originality, they must work in a coherent manner with a planned approach from initial sketches which are worked into refined ideas.		Typography hand drawn, typography development CAD, confectionary initial designs, confectionary sketch modelling, brand logo design, packaging initial designs.	Unit 1: initial sketching and refinement is revisited when the POS is being designed in the summer term. Unit 2: exam practice for the design section of the exam focused in March of Y11 once the prerelease information has been released.
SPRING 2	CA Design Development of confectionary product	Context: a final solution is reached through further developments and refining of initial designs. Modelling is used to convey designs and the use of working drawings (orthographic, isometric) convey intentions.		modelling of packaging suggestions, refined model of possible outcomes,	Development process revisited for POS in summer term.
SUMMER 1	CA Designing of POS Stand	context; Students progress onto the designing of their point of sale display. Again they are encouraged to design with creativity, flair & originality, they must work in a coherent manner with a planned approach from initial sketches which are worked into refined ideas. Higher ability students must ensure that designs are able to double up as a transport package as well as display.		Initial sketches of POS structures, Nets/developments of possible POS structures, photographs of net models highlighting any discrepancies and how they can be amended, refining of designs, application of graphics; initial sketching developing in CAD representations.	Unit 2: designing/drawing skills will be revisited during the exam practice for section A (designing) of the paper. exam practice for the design section of the exam focused in March of Y11 once the prerelease information has been released.
SUMMER 2	CA Design Development of POS Stand	Context: a final POS solution is reached through further developments and refining of initial designs. Modelling is used to convey designs and the use of working drawings (orthographic, isometric) convey intentions. CAD / CAM is used to test final proposals.			