

Curriculum Map

Year Group: 9

Subject: DT Graphics – Termly rotation

	Autumn 1 / Spring 1 / Summer 1	Autumn 2 / Spring 2 / Summer 2
Content Declarative Knowledge – 'Know What'	Brief: To design and make a series of Logos for a self-designed Coffee Company Theme: Enterprise and Sustainability Designer link: Paul Rand & Victoria Siemer Research Historical research / Mindmap / Moodboard. Focus on vintage signage & retro advertisements. Study of fonts. Look at Poster Design, introduce artist research and critical analysis. Experiment with techniques & Design Building up understanding of constructing design by first designing using geometric shapes Develop initial ideas through drawing, collage and planning. Link work to sustainability and environmental issues. Learn how to advance Photoshop Design skills. Record Through annotation of ideas and completion of set written tasks on process of making. Design specification and planning. Evaluate Initial design development in preparation for refinement. Evaluate against design specification ideas meet the brief.	Design Create a final design with refined ideas from planning and initial design studies ensuring a link to the theme, and artists. Focus on Brand Identity and its importance. Annotate your design work, explaining your design intentions. Plan Write out a plan of work to create your final outcome, including graphical elements required. Use Canva to establish Moodboard. Make Create your final outcome using Photoshop and Illustrator. Evaluate Evaluate your final outcome. Evaluate your product meets your design specification ideas meet the brief.
Skills Procedural Knowledge – 'Know How'	 Areas of study Research and present a visual brand identity profile poster Research and present artist critical understanding. Grow Photoshop and Computer Design skills. Sketch design work using thumbnails. Create initial design ideas and add annotation. 	 Areas of study Refinement of design ideas Design Skills & techniques using Photoshop. Problem solving skills in establishing own Logo designs and integrating into brand Mechanical Drawing and Computer sketching (tablet) Complete a personal final outcome. Extend annotation and evaluation skills.

	Autumn 1 / Spring 1 / Summer 1	Autumn 2 / Spring 2 / Summer 2
Key questions	What is critical analysis and contextual understanding? Can you create a brand profile? Can you name 3 different filters in Photoshop? What is a design specification? Why do we create initial draft studies become our main response?	What does refinement mean? Can you use visual language when evaluating your work? Why is it important to link to a design brief? Can you write the process of applique? Why is evaluation of own working practice important?
Assessment	Project evidencing the journey Feedback is given through peer and teacher assessment throughout the project.	Project evidencing the journey Feedback is given through peer and teacher assessment throughout the project.
Literacy/ Numeracy/ SMSC/ Character	 Visual language and research of a brand. Evaluation of own work. Annotation of design intentions. Links to Numeracy through creating patterns & by using geometric shapes. Presenting own ideas to the class. 	 Analysing properties, extending descriptive language. Time management and planning Evaluation of own work Creative problem solving