

DT Graphics Vision summary/ Curriculum intent:

Week	Unit	Year 7	Assessment	Homework	Unit	Year 8	Assessment	Homework
1	GRAPHICS: CARD MECHANISMS PROJECT	Introduction to Module/Material area. 'Copying' task [DESIGN lettering]			GRAPHICS: FESTIVAL PROJECT	Introduction to Module/Material area. ICT program introduction and experimentation (Currently 'Adobe Fireworks')		
2		Grid Enlargement task. Tracing technique. Completion of a final presented card. PA/SA task.				Project Introduction. Own project choice - Design contexts. Task Analysis.		
3		(Return of work from prior rotation. Target Setting.). Pop Up Mechanisms x 4 (Issue and explain ILT)	Booklet - Introductory Tasks: Grid Enlargement. Completed card SA/PA FAR marking.	Set 7 Graphics - Mechanisms Project ILT		(Return of work from prior rotation. Target Setting.) (Issue and explain ILT). Research into chosen context.		Set 8 Graphics - Packaging, Branding and Marketing ILT
4		Pop Up Mechanisms x 4. Sliding Mechanism		7 Graphics - Mechanisms Project ILT		Research tasks: Existing Merchandise (Work of others)		8 Graphics - Packaging, Branding and Marketing ILT
5		Own Project choice - Design Contexts. Task Analysis. Focussed target setting/pathway.	Booklet - Introductory Tasks: Pop up and Sliding mechanisms completion. Interim check.	7 Graphics - Mechanisms Project ILT		Research tasks: SMART & Modern materials.		8 Graphics - Packaging, Branding and Marketing ILT
6		Own Project choice - TMG identification. Context/topic research.		7 Graphics - Mechanisms Project ILT		Research tasks: Textile techniques.		8 Graphics - Packaging, Branding and Marketing ILT
7		Design Brief/Specification target setting. Initial Ideas. Modelling.	ILT Assessment			Conclusion to Research. Design Brief/Specification target setting. Use this to begin Initial Ideas.	ILT Assessment. Interim booklet assessment.	
8		Modelling. Development.	Verbal feedback on ideas.			Generation and Development of Ideas: Logo, Ticket/s and Merchandise. <i>Evidence development work through photographs or screenshots.</i>	Verbal feedback on ideas/development.	
9		Modelling. Development.	Verbal feedback on ideas. Interim check.			Generation and Development of Ideas: Logo, Ticket/s and Merchandise. <i>Evidence development work through photographs or screenshots. Use of ongoing feedback from others.</i>	Verbal feedback on ideas/development.	
10		Making. Final Outcome.	Verbal feedback on outcome/development.			Working towards Final Outcomes. Logo, Ticket/s and Merchandise. <i>Evidence development work through photographs or screenshots. Use of ongoing feedback from others.</i>	Verbal feedback on outcome/development. Further interim check.	
11		Making. Final Outcome. Evaluation. Feedback from others. SA/PA.	Verbal feedback on outcome/development. SA/PA within Evaluation tasks.			Completion of Final Outcomes. Logo, Ticket/s and Merchandise. <i>Evidence development work through photographs or screenshots. Use of ongoing feedback from others.</i>	Verbal feedback on outcome/development.	
12		Evaluation. Feedback from others. Submission of final outcome/s and completed booklet.	Final Work submission. Overall assessment. FAR marking.			Evaluation inc SA/PA. Feedback from others. Submission of final outcome/s and completed booklet.	Final Work submission. Overall assessment. SA/PA within Evaluation tasks.. FAR marking.	