

## KS3 Design &amp; Technology - Graphics

Week	Unit	Year 8	Assessment	Homework
1	GRAPHICS: FESTIVAL PROJECT	Introduction to Module/Material area. ICT program introduction and experimentation (Currently 'Adobe Fireworks')		
2		Project Introduction. Own project choice - Design contexts. Task Analysis.		
3		(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		Research tasks: Existing Merchandise (Work of others)		8 Graphics - Packaging, Branding and Marketing ILT
5		Research tasks: SMART & Modern materials.	Interim Check Booklet - Research tasks	8 Graphics - Packaging, Branding and Marketing ILT
6		Conclusion to Research. Design Brief/Specification target setting. Use this to begin Initial Ideas.	ILT Assessment	8 Graphics - Packaging, Branding and Marketing ILT
7		Generation and Development of Ideas: Logo, Ticket/s and Merchandise. <i>Evidence development work through photographs or screenshots.</i>	Verbal feedback on ideas/development.	
8		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.	
9		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. Interim check.	
10		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.	
11		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.	