

GRAPHICS

COURSE OVERVIEW

The course consists of two components.

Component 1 is to produce a portfolio that is made up of 2 projects where pupils will learn a range of hand-rendered and computer-generated design work.

The first of the two projects will teach students about designing creative compositions using typography and imagery. Pupils will learn extensively how to use Adobe Illustrator and Photoshop to edit and create their own typography and arrange lettering and imagery to create eye-catching graphics.

The second project will be about creating graphic design and illustration inspired by stories and will involve a trip to The Warner Brothers Studio where pupils will take photographs.

Component 2 is an Exam project that is worth 40% of the overall grade.

Pupils will get their final exam paper in January in Year 11. They will have four months to develop a portfolio of work in response to a choice of seven different projects on the exam paper. In May, the pupils will sit a two-day (10 hours) practical exam. This exam will be in a graphics classroom where they will produce a final piece of design work based on their four months' preparatory work.

KNOWLEDGE & SKILLS DEVELOPED

Pupils will learn how to draw using a range of hand and digital media, create typography, edit photography and produce graphic design using industry standard programs such as Adobe Photoshop and Illustrator.

Throughout the projects, students will develop their skills taking and editing photographs using Photoshop and creating hand-rendered and digital drawings in response to a story and learn how to arrange their illustrations and photographs with typography to create a range of creative designs.

Qualification: **GCSE**

Awarding Body: **AQA**

ASSESSMENT METHOD

Component 1 is to produce a portfolio of work worth 60% of the overall grade. This is made up of 2 projects that are aimed at developing and demonstrating your drawing and design skills using a range of digital and hand rendered media.

Component 2 is an Exam project that is worth 40% of the overall grade. This is a practical project that is set in January of year 11 by the exam board.

POST 16 OPPORTUNITIES AND CAREERS

Graphic Communication is a very open subject and can lead on to numerous creative careers. The skills you will learn during GCSE Graphics will develop your creative thinking, designing, drawing as well as learning a range of technical skills. These skills can be developed in the future study of: Fine art, Graphic Design, Illustration, Animation, Web design, Advertising, Architecture, Engineering, Fashion and textiles, Games design, Journalism, Media, Film making, Product design, Software design and Technical editing.

On successful completion of the course, you may decide to do Graphic Design A-Level or BTEC at level 3.



“You have the freedom to create what you want within a section and get good advice from an experienced teacher.”

