S3 GRAPHIC COMMUNICATION

	Project Plan	Resources	Skills	K & U	Homework	Assessment	Benchmarks
CORK PALS (CAD intro) 3 weeks	Introduction to the S3 GC course. Pupils will use 3D modelling and sketching skills to design and 3D print a toy that uses a cork. Lesson 1: discussion on orthogrphics - sketch and dimension the standard component. Lesson 2: Design the animal around the cork. Use the mood board provided. Lesson 3: Create the cork pal on inventor. Lesson 4: Create a drawing of the components, assembly and create an exploded view.	• Exemplar cork pals • Exemplar work: demos done in class • Modelling plan • Step by step for opening inventor files • Step by step on how to create a drawing	• Orthographic sketching • Dimensioning preliminary sketches • Rendering in 2D (Markers) • 3D modelling from a drawing/ modelling plan • Creating dimensioned CAD drawings. • Creating orthographic, pictorial and exploded drawings	• Line types: construction v outlines • 3rd angle projection • Dimensions: length, diameter, radius. • How light impacts an object - where to apply shadows and highlights. • CAD features: extrude, extrude subtract, taper extrude, plane creation, fillets, chamfer. • Drawing types: orthographic, isometric, exploded view, section view.	• Identifying ortho views • Modelling plan/ question	Hand in via assignments Self assessment	BGE: TCH 4.11a Represent concepts using graphic media. ENG 4.28a Describing events/ opinions MNU 4.11 measurement
PLUG & PLAY 6 weeks	Pupils will use creativity, ortho sketching and 3D modelling skills to create a range of modular toys based on a theme and a joining/ plugging method. Lesson 1: brief analysis, create a mind map exploring possible items. Create a mood board using images from the Internet relating to the association words. Lesson 2: Ideation using orthographic views working towards a modelling plan. Explore modular components. Lesson 3: Create and assemble components using Inventor. Lesson 4: Create an assembled and exploded view of the final model. Lesson 5: Create drafts and final promor graphic for the 3D model. Include a title and extended text	• Brief • exemplar project • skill builders/ resources to support orthographic drawing, modelling plans and 3D modelling. • Step by step setting up a drawing page/ saving a template. • Step by step on creating an exploded view. • Step by step on saving as an STL.	• Orthographic sketching and dimensioning • Creativity in the use of mood boards/ mind maps to generate ideas • Problem solving using modelling skills and a joining method to find a solution to a brief • 3D modelling from a dimensioned sketch	• BSI dimensions • CAD/ CAM • File types: ipt, ipg, stl • Orthographic views and their relation to each other • 3D modelling techniques an how they are used to create physical products • The advantages and disadvantages of 3D modelling/ 3D printing.	• 3D modelling - basic forms. • Identifying orthographic views and dimensioning	• Final model drawings and renders submitted via assignments. • Written assessment that covers: • 3D Modelling • Orthographic views • Measuring and dimensioning • The advantages/ disadvantages of 3D modelling/ Printing	BGE: TCH 4.11a Represent concepts using graphic media. ENG 4.28a Describing events/ opinions MNU 4.11 measurement

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MINIMAL MOVIE POSTER (Intro) 4 weeks	Pupils will use their knowledge of hierarchy, colour theory and basic principles to create minimal movie posters. Assets will be provided. **Lesson 1** Brief Analysis Colour Theory Choose a background colour for the graphic. **Lesson 2** Font Types Choose a font/ typeface for the title Bring in assets **Lesson 3** How hierarchy can be created in a graphic. Use hierarchy to layout graphic elements **Lesson 4-6** Developing a graphic through textures and principles	Movie Briefs Assets for each movie Textures K & U PP on colour theory, fonts and hierarchy Example graphics to analyse based on the K & U	DTP skills: using auto-shapes, creating layers, colour fill, colour line, transparency, add/ subtract/ intersect/ exclude, text size, text colour. Creativity: Word association and connotations to influence an aesthetic. Graphic analysis: Identify/ explain/ justify how colour, type and hierarchy influence a graphic. ICT: File organisation and using online storage.	DTP Commands: transparency, add/ subtract/ intersect/ exclude, resize/ change fonts, nodes, shadow tool, square crop. Colour theory: warm/ cold, receding/ advancing, contrasting/ harmonising, primary/ secondary/ tertiary, colour connotations Typefaces and connotations Elements & Principles: hierarchy, dominance, contrast/ harmony, unity	Homework 1: Colour Theory - complete in jotter Homework 2: Typeface and elements & principles	Graphic analysis - annotated final graphic submitted via assignments.	BGE: TCH 4.11a Represent concepts using graphic media. ENG 4.28a Describing events/ opinions
BRANDING 6 weeks	Pupils will use their own and existing elements to create a logo and brand identity for a given brief. Lesson 1: Brief analysis - identify the client needs and represent these using a mood board that identifies the customer and an aesthetic. Lesson 2: logo design and development. Lesson 3: digitise logo and experiment in context. Lesson 4: Apply a related aesthetic across a variety of services that communicate the brand in different ways.	● Exemplars of each stage ● Powerpoint/ brief ● Texture assets ● Font assets ● Product assets	● Preliminary sketching using geometry and negative space to create logos. ● Preliminary sketches to plan out ● Using DTP software including manipulating shapes ,colours, shadows, pen tool and transparency.	● Elements and principles - hierarchy, alignment, unity, depth, contrast/ harmony, dominance, pattern. ● Colour theory - relationship to products/ companies ● DTP edits: transparency, square crop, full crop, shadow, colour fill, colour line, pen tool	Identify the DTP edit that has impacted an element	Identify the impact of DTP edits on a graphic Digital hand in via Teams	BGE: TCH 4.11a Represent concepts using graphic media.

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THE ARCHITECT 6 weeks	From a given brief pupils will develop and range of drawing skills and knowledge based on the theme of architecture. Pupils will produce a design proposal from preliminary to promotional drawings of a house extension for a given client. The task will be a mixture of independent and group work.	● Drawing Boards & equipment ● Isometric/ orthographic drawings ● Tracing/ marker paper ● Home styler	● Orthographic/ pictorial sketching ● Orthographic/ pictorial drawing ● Using DTP software to crate a graphic with visual impact ● Idea generation - mood board	The role of the architect Drawing types- orthographic/ isometric Drawing symbols/ icons Dimensioning DTP edits Elements and principles: hierarchy	Orthographic sketching Drawing symbols and conventions	Written assessment - DTP edits, drawing conventions, orthographic/ pictorial types. Drawing types. Assignment hand in via Teams	BGE: TCH 4.11a Represent concepts using graphic media. ENG 4.28a Describing events/ opinions MNU 4.11 measurement
INFO GRAPHICS 4 weeks	Pupils will identify an opportunity to create a series of infographics that convey a variety of information. Lesson 1: Graph types and where we may see info graphics. Lesson 2: identify an opportunity for a info graphic. Lesson 3: thumbnail sketches and planning. Lesson 4-7: create information graphics - poster, TV, Instagram post etc.	● A3 paper, pens, pencils, rulers. ● DTP software ● Powerpoint for K & U that covers the types of graphs. ● Exemplars	● Information sketching - ideas for digital and print. ● DTP ● Elements and principles: hierarchy, dominance, contrast/ harmony.	● Advantages/ disadvantages of thumbnails ● Graph types ● The role of infographics in the world of work ● Typeface/ fonts - san serif v serif.	● Identifying and reading graphs. ● Graph hunt: find and photograph/ write down where and when you see a graph.	End of year assessment Assignment hand in via teams.	BGE: TCH 4.11a Represent concepts using graphic media. ENG 4.28a Describing events/ opinions MNU 4.20 Analysing graphic data