



KS4 Graphics Curriculum Map cover sheet

Subject: GCSE Graphic Communication	Year Group: 10/11	Key Stage 4
Links to prior learning The KS4 DT curriculum builds directly on the foundation of practical and theoretical knowledge taught at KS3. Students develop skills learned in Year 9, such as CAD/CAM use, workshop safety and material properties. They deepen their understanding of user-centred design, visual communication, problem-solving, and evaluation of real-world graphics solutions. Prior exposure to graphic design techniques and creative design is extended into more complex and context-based GCSE Graphic Communication component 1 and 2 projects.	Retrieval Practice Retrieval strategies include quizzes, starter recall tasks, use of knowledge organisers, and frequent reference to graphic design elements throughout component projects. Interleaving key concepts like material properties, hand and digital design processes, and design influences ensures long-term memory retention. Visual prompts and iterative questioning techniques reinforce connections across prior learning.  retrieval_in_art redone .pdf	Adaptive teaching strategies Differentiation is embedded through scaffolded writing frames, modelled design processes, and tiered vocabulary sheets. Visual aids and physical demonstrations support practical learners, while flexible grouping enables peer-to-peer modelling. SEND students benefit from chunked tasks, while stretch opportunities are available through challenging briefs and higher-order questioning.  Copy of PROPAGANDA ANNOTAT...
Literacy Graphic communication promotes technical vocabulary understanding through glossaries and dual-coding strategies. Students are exposed to non-fiction texts, such as design briefs, and are required to write analysis of artists and designers work, comparisons of designers work alongside their own responses, evaluations, justifications, and design annotations. Reading of exemplar Component 1 and 2 project folders and	Oracy Spoken language is developed through design critiques, group presentations of project ideas, client interviews, and peer feedback sessions. Students engage in structured discussions to justify their design decisions and present final outcomes using appropriate terminology.  EOP reflection's GREEN PEN	Numeracy Maths is embedded in Graphic Communication through dimensioning, ratios, proportions, measuring, scale drawing, material efficiency, tolerances, and interpreting technical data.

specification extracts supports exam readiness.  Elements of Art  Writing support booklet final V sum..  Annotation checklist		
Careers across the Curriculum Graphic Communication includes regular reference to real-world careers such as graphic design, web design, illustration, advertising, packaging and design for print (e.g, New Designers Exhibition), design competitions (e.g., Design Ventura, London Design Awards), and virtual work experience through platforms like Springpod expose students to career pathways.  Careers across the Curriculum	Wider Curriculum opportunities (List extracurricular and enrichment activities related to this subject)  Queensmead Extra Curricular Activities 24/...	Super Curriculum Students are guided to engage in personal projects, explore design-related podcasts (e.g., 99% Invisible, Design matters, The Quickie and The profitable Graphic Designer), follow YouTube tutorials (e.g., Adobe Creative Cloud), read design-focused books (e.g., 'Graphic Design School', 'The elements of Graphic Design', 'Thinking with type'), and enter national competitions. They are encouraged to explore Adobe creative cloud.com and attend events like the New Designers and the Design Museum to broaden their understanding.  Graphic Communication - Super Curric..
Assessment and feedback Assessment includes Component 1 and 2 checkpoints, mock exams, practical assessments, and weekly knowledge quizzes. Feedback is delivered through verbal critiques, peer and self-assessment, whole-class marking, and detailed commentary on design folders. Students must respond to feedback through green-pen reflection and iterative work improvement.  Design and Technology Department Feedback Policy		



GRAPHICS CURRICULUM MAP

Continue your life long love of learning and personal development

Art & Design
A Level

College

Apprenticeship

Workplace

FINAL
GCSE
EXAM

Component 2
- presentation
of portfolio

Component
2 EXAM
preparation

Mock exam

Branding using own
created personal
logo presented on
products/packages

Component
1 - Logo /
branding

11

After choosing options in year 9, focus your studies in Graphics in years 10 - 11, through exciting, real life projects. Deepen your understanding of graphics and its impact on the world around us.

Component
1 - intro to
propaganda/i
dentity brief

Intro
Photoshop
/ Illustrator
Skill up
mini
lessons

10

Work in more depth on projects, honing your analytical skills and practical skills, improving your resilience & problem solving whilst developing independence using CAD tools.

KS4/5
GRAPHICS

Practical
experimentation and
preparation for the
exam

Research exam title

Complete
presentation boards
for component 1

More CAD
experimentation

Research into
branding and
packaging

CAD experiments to
create more
typography and logo
styles

Hand drawn
isometric drawing:
Using name to create
first ideas of logo



Research typography
and typography
artists Neville Brody
and David Carson
Experiment designer
typography style
using their name.

Lino printing and
monoprinting
geometric square
backgrounds
linked to
propaganda artists

Use Photoshop to
create geometric
square backgrounds
using red, white,
black and blue.
Linked to
propaganda artist
work

Research into
propaganda artists

Plan and sketch
typography ideas
and previous
geometric
background designs
combinations
Then create digital
versions in Illustrator



Re take portrait
photos with regards to
their identity. Look at
digital artists portrait
work and re create
their own digital
portrait in the artists
style

Research
propaganda
posters
Experiment
making their
own.



Evaluate:
How well does your
product work?
What would you
change?

Mock exam
Create a
propaganda
poster linked to
their identity and
present outcome

CAD:
Drawing 3d parts
Aesemly
Renders
Working drawings

Introduce Logo and
branding project
Research bauhaus
design movement



Further exploration
of adobe Illustrator.
Students use own
portrait to create a
magazine cover
using Illustrator

Introduction to
Photoshop -
Students use own
portrait to create a
magazine cover
using photoshop

Hand collage and
hand drawing of
portrait.

Portrait photo taken
to use for self
identity magazine
cover projects
Research into
portrait photography
and pop art

Creating animal characters in
Illustrator to learn how to use this
software.
Outcome - repeat pattern for gift
wrap