

## Key Stage 3: Graphics Curriculum Map 2022-23

### Prior Learning:

At KS3 some students have embedded the following skills and knowledge

- Drawing skills
- Measuring skills
- Cutting (accurate use of scissors and or craft knife)

**Curriculum Intent:** In **Design Technology subjects** will inspire our students of all ability and prior knowledge to have the **versatility** to learn skills for success in all four disciplines and that this will bring about the **aspiration** to use these in future education/ career choices or in everyday life (skills). Our students will become **learned** and able to discuss or physically demonstrate their new skills and knowledge, students will foster a developing **understanding** of teamwork, independence, self-belief, sustainability and future careers choices. Each subject will offer an **engaging** and nurturing curriculum for students to develop skills and experience both awe and wonder. It is hoped that everyone will show a **determination** and responsibility for their own success

SMSC – sustainability, design movements, cultural art

ORACY – discussing key words meanings, describing skills.

LITERACY/NUMERACY/IT – use of key words and terminology/measuring /research and recording ideas

Cross curricular links – Maths, science, history, DT, art

### Year 7 – Romero Britto Clock

7 weeks

<b>Module Title</b>	<b>Clock</b>		
<b>Learning Focus</b>	<p><b>Practical:</b></p> <ul style="list-style-type: none"> <li>• Introducing 2D design, Illustrator and photoshop</li> <li>• Sketching and designing in the style of Romero Britto</li> </ul> <p><b>Theory:</b></p> <ul style="list-style-type: none"> <li>• Art movements (pop Art)</li> <li>• Researching skills for a focus artist – Romero Britto</li> <li>• Designing skills – Sketch and Drawing</li> <li>• IT knowledge – to use CAD/CAM</li> </ul>		
<b>Careers Focus</b>	Discussion about careers linked to Graphics – FE Routes linked to graphics		
<b>Assessment</b>	Finished Clock – Outcome and AO linked to research and design.		
<b>What Secure learning Looks Like.</b>	<p><b>Investigating and Developing Ideas:</b> Students can identify 3 key features of Romero Britto work. Create a Mindmap and Clockface designs (3) are attempted with ideas are linked to Romero Britto.</p>	<p><b>Experimenting and Refining Ideas:</b> Experimenting with</p> <ul style="list-style-type: none"> <li>• Colour</li> <li>• Pattern</li> <li>• Layout</li> </ul> <p>Produce a draft design of a clock with an influence of Romero Britto</p>	<p><b>Outcome:</b> Students have produced a clock using the following software. software:</p> <ul style="list-style-type: none"> <li>• 2D Design</li> <li>• Illustrator</li> <li>• Photoshop</li> </ul>