



KS3 Curriculum Overview - Graphics

Your child will learn about the different areas of existing graphics in their everyday lives, developing their knowledge of different designers. Through responding to these designers, they will develop their skills and understanding of different traditional and modern media techniques when creating appropriate graphical outcomes during each term.

Term	Year 9
Autumn	<p>Rachael Taylor Invitation design</p> <ul style="list-style-type: none"> • Writing a design brief • Copying examples of the designer's work • Conducting good quality theme research • Creating theme-based imagery, typography and patterns in the designer's style • Completing invitation layout sketches • Finalising a professional-looking invitation design
Spring	<p>About me: Typography-based Album cover design</p> <ul style="list-style-type: none"> • Existing examples of typography design and designers • Presenting high quality typography responses using different media • Using a range of traditional and computer-aided design techniques • Creating album cover designs using typography responses • Finalising a professional-looking album cover design
Summer	<p>Restaurant Logo and Menu branding</p> <ul style="list-style-type: none"> • Research existing types of logo design • Identify use of typefaces, colour theory/psychology, imagery and meaning in logos • Conducting good quality theme research • Creating initial logo sketches for choice of restaurant • Analysing successful features in existing menu designs • Sketching menu layouts and planning the final design • Creating a professional-looking final menu design

Through the study of Graphics, your child will be expected to develop the following knowledge, skills and understanding:

Research and designing:

- AO1: Critically analysing research
- AO2: Refining and experimenting with media

Reflecting and finalising:

- AO3: Recording ideas and progress
- AO4: Creating professional & personal outcomes

Parents can support their child by checking resources and deadlines on [Google Classroom](#), encouraging them to practise their design techniques (e.g. drawing, painting, computer-based design) and observing successful practice in graphic design around them.