Key Stage 5 (12)				
Course title	: A-Level Graphic	Design		
xam board	l: AQA			
Specificatio	n code: 7203/C	7203/X		
	Topic Project 1: Graphics Fundamentals – Skills builder project			
		Project 2: Brief project		
	Key stage 5 (12) starts with skills building covering key techniques and processes across the Graphics fundamentals - typography, illustration and branding. This leads onto a brief based unit through which students learn to build a proj			
	Project 1: Graphics Fundamentals			
	Students will undertake a number of directed tasks based on a variety of design styles and movements to build their digital skin Photoshop and Illustrator. This will underpin their future creative and independent projects and provides a platform for creative developments.			
Autumn 1 – Spring 2	Project 2: Brief project Students continue to learn new digital techniques through a brief based project. They will conduct research on a chosen starting point based on the theme 'Can Graphic Design Save your Life?'. They will develop original art work and a design brief leading to final outcome.			
	Tasks across the	e two projects will include:		

- Photography
- Digital drawing and painting
- Typography, logo and branding tasks
- Printing, collage, and mixed media.
- Artist research, image analysis and Student response to individual artists
- Theme and experimentation to develop project
- Refining a brief for graphic outcomes
- Convincing, personal, and meaningful final outcomes.

Key Stage 5 (13)				
Course title:	A-Level Graphic	: Design		
Exam board	: AQA			
Specification code: 7203/C 7203/X				
	Topic	Unit 1 Personal investigation (60% of overall grade)		
	Builds on art s	kills to teach students how to develop a personal self-directed project covering all assessment objectives.		
	The personal investigation is the major component of unit 1 A-level. Students select a theme based on personal interest. An investigative theme will be the main focus for this first part of the unit. First tasks will include:			
	· Spider/m	ind map, visual moodboard, digital drawing and development, gallery visits, first artist research		
Spring 2 (yr12) – Spring 1 (March start –	In September students will select 3 artists of their own choice to research, analyse, and respond to. This initial research in sketchbooks will be collated into a formal essay of between 1000 and 3000 words. Students will develop different skill sets and specialisms as the project develops, based on their own interpretation of their theme. Further developments in mixed media and processes linked to student's previous skills and visual research. Student research and experimentation will be used to inspire final design ideas. One or more of these will be developed as the final outcome for the unit.			
February)	· Photography			
	· Digital drawing			

- · Tonal/experimental drawing
- · Printing, collage, and mixed media.
- · Artist research, image analysis and Student response to individual artists
- · Formal essay
- · Theme and experimentation to develop project in depth
- · Refining a brief for graphic outcomes
- · Typography and branding tasks
- · Convincing, personal, and meaningful final outcomes.

The exam preparation unit starts on the first lesson in January as instructed by AQA.

Unit 2 exam – externally set (40% of overall grade)

Spring 1 – Spring 2 (February – May)

Students receive an exam paper in February with a set of themes and instructions to create a developed and personal project and final outcome based on their own creative journey. The final outcomes are dependent on the in-depth research and development, culminating in a 15-hour invigilated exam.

Students are supported to create a matrix of tasks and a timeline and work independently during the 10-week research period. They need to produce a sketchbook meeting the 3 assessment criteria, building on the project planning skills established in previous units. Final outcomes deliver the fourth assessment objective in a 15-hour controlled exam period over 3 days.