

Graphic Design Curriculum	
Year 7 How has Typography shaped the world of Graphics?	<input type="checkbox"/> What is Typography and why is it so important? <input type="checkbox"/> What impact has Neville Brody had on Typography and Graphic design? <input type="checkbox"/> How can we generate ideas using 2D design and CAD? <input type="checkbox"/> How can we use perspective to give the illusion of 3D when designing? <input type="checkbox"/> In design, why is knowledge the colour wheel and shading so important? <input type="checkbox"/> Why are Jock Kinnier and Margret Calvert so important today? <input type="checkbox"/> Where can you find examples of Harry Becks work and why is his style pioneering? <input type="checkbox"/> What makes good design? <input type="checkbox"/> How are badges made? <input type="checkbox"/> How do we analyse the work of others? <input type="checkbox"/> How grids help us when drawing to scale?
Year 8 How is branding influenced by graphic designers?	<input type="checkbox"/> What is branding and what are the benefits? <input type="checkbox"/> What makes a logo successful? <input type="checkbox"/> What has Wally Olins influenced in the world of Graphics? <input type="checkbox"/> How does rendering and shading enhance sketches? <input type="checkbox"/> How can two-point perspective help us generate accurate drawings? <input type="checkbox"/> How do we use sublimation printing to make a final product? <input type="checkbox"/> How can past and present designers inform our design ideas and creativity? <input type="checkbox"/> What is good layout? <input type="checkbox"/> How can Computer Aided Design (CAD) be used to produce high quality designs? <input type="checkbox"/> What features can we identify in Pointillism? <input type="checkbox"/> Who is Alessi?
Year 9 How might the world be perceived without Illustration?	<input type="checkbox"/> How can Graphic Designers create illustrations? <input type="checkbox"/> Why is Pop Art a good choice for Onomatopoeia graphics? <input type="checkbox"/> How do designers use marker pens to render?

- How can we print illustrations?
- What impact has Jon Klassen had on illustration?
- What makes good illustration?
- How can we test our ideas to check their success?
- Who are Pavlov Visuals and what do they do?
- Why do we need graphics on products?