

# Graphic Design Curriculum 2022-2023

## Year 7

**How has Typography shaped the world of Graphics?**

- ☐ What is Typography and why is it so important?
- ☐ What impact has Neville Brody had on Typography and Graphic design?
- ☐ How can we generate ideas using 2D design and CAD?
- ☐ How can we use perspective to give the illusion of 3D when designing?
- ☐ In design, why is knowledge the colour wheel and shading so important?
- ☐ Why are Jock Kinnier and Margret Calvert so important today?
- ☐ Where can you find examples of Harry Becks work and why is his style pioneering?
- ☐ What makes good design?
- ☐ How are badges made?
- ☐ How do we analyse the work of others?
- ☐ How grids help us when drawing to scale?

## Year 8

**How is branding influenced by graphic designers?**

- ☐ What is branding and what are the benefits?
- ☐ What makes a logo successful?
- ☐ What has Wally Olins influenced in the world of Graphics?
- ☐ How does rendering and shading enhance sketches?
- ☐ How can two-point perspective help us generate accurate drawings?
- ☐ How do we use sublimation printing to make a final product?
- ☐ How can past and present designers inform our design ideas and creativity?
- ☐ What is good layout?
- ☐ How can Computer Aided Design (CAD) be used to produce high quality designs?
- ☐ What features can we identify in Pointillism?
- ☐ Who is Alessi?

## Year 9

**How might the world be perceived without Illustration?**

- ☐ How can Graphic Designers create illustrations?
- ☐ Why is Pop Art a good choice for Onomatopoeia graphics?
- ☐ 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?