

HALF TERM 1: NEW Food from around the	Guided reading - understanding different	
world	cultures, religions and background (social, mor and environment) in relation to cooking and selling food in the Hospitality Industry.	al
KQ1 -How can I develop my food preparation and cooking skills to produce a variety of nutritional meals for different cultures, religions and environments? Use of knife skills, selecting appropriate equipment, time management skills, working independently, photographic evidence.	Students to write out the facts about the Law and legislation that protects a Hospitably business and its customers.	
KQ2 – How can I use a variety of equipment to build my knowledge and expertise of using different cooking methods for different ingredients and commodities? Specialist equipment, stock control, workflow, kitchen equipment, materials, protective clothing PPE, safety.	Students to discuss and present facts based on the importance of Health and safety regarding food storage and the law.	
<ul> <li>KQ3 – Why is food storage important to health?</li> <li>Cross contamination – 4c's, food storage</li> <li>equipment/appliances, correct temperature, bacteria growth and causes of ill health.</li> <li>KQ4 – What is Health and safety?</li> <li>Risk and control measures for personal safety, HACCAP and risk assessments.</li> <li>KQ5 – What should I know about Hospitality Law and legislation?</li> <li>The food safety act 1990, HACCAP, food Hygiene regulations, food premises, responsibilities of food handlers, food labelling.</li> <li>KQ6 – Who is the EHO Environmental Health Officer?</li> <li>Inspection, prosecution.</li> </ul>	Law – Food safety Act 1990. Science – The environment and sustainabilty.	
HALF TERM 2: NEW Pop up restaurant Design post pandemic	Guided reading - Hospitality and catering provision post pandemic.	
<ul> <li>KQ1 – What are the current trends in Hospitality post pandemic?</li> <li>Regrowth, global economy, trends, demographics, lifestyle changes, enjoyment for life and entertainment, including eating out.</li> <li>KQ2 – How can I develop practical knowledge and skills?</li> </ul>	Students to write a report on the Hospitality ar catering provisons for a new pop up restaurant design to be first hosted in Wolverhampton. Students will consider USP, cutomer trends, promotion material, staff operations and documentation.	
Use of knife skills, selecting appropriate equipment, time management skills, working independently, photographic evidence. <b>KQ3 – What is the theory context for this subject?</b> Break down of the content and deadlines for practical execution.	Students will present their ideas and research the Hospitality provisions for a new pop up restuarnt design as powerpoints to the class.	on
<ul> <li>KQ4 – What is the Project context for this subject?</li> <li>Project brief/theme and specifications.</li> <li>KQ5 – Why are customer demographics important?</li> <li>Location, age, target audiences.</li> <li>KQ6 – What are customer needs, requirements and expectations?</li> <li>Essential, desirable, extras, customer trends, Unique Selling Point.</li> <li>KQ7 – What are Special diets?</li> <li>Food allergies and intolerances, Anaphylaxis, lactose</li> </ul>	Science – digestion and food seasonality.	
intolerance, coeliac disease. <b>KQ8 – Why should we follow the Eat well Guide lines?</b> Carbohydrates, fats, protein, 5 a day, vitamins and minerals.		



<ul> <li>KQ9 – What are the latest Trends and media relating to Hospitality?</li> <li>3D food printing, food presentation, gastronomy.</li> <li>KQ10 – Why is it important to maintain a healthy Digestion system?</li> <li>The digestive system, importance of fibre in the diet (fruit and vegetables).</li> <li>KQ11 – What is Food seasonality?</li> <li>Seasonal menus, seasonality chart, costing and reasoning, buying local, reducing Co2 emissions and transportation on a global scale.</li> <li>KQ12 – What are the main Job roles within the Hospitality and catering industry?</li> <li>Personal attributes, different job roles and responsibilities, training and qualifications, career development.</li> </ul>		
HALF TERM 3: Product Design Sustainable Bird Feeder/insect home		Guided reading - Where do our plastics go?
KQ1 – What skills will I learn from planning, designing and manufacturing a Bird feeder? KQ2 – What are Social, moral and economic considerations? Standard components, human factors, physiological, psychological, metrological and sociological, target audiances, inclusive or evolutive design, careful designing		Student to write a report on where plastic is disposed and its impacts on the enviroment.
audiences, inclusive or exclusive design, careful designing, responsibility, anthropometrics and Ergonomics, working triangle, disability, access. KQ3 – Why is it important to consider the environment and sustainability?		Students to present a Powerpoint based on their report findings to the rest of the class. Who is responsible to clean up the world?
Effect on the environment, disposing of products, re-using material, carbon footprint and product miles, renewable and non- renewable resources. KQ4 – What are product Life cycles? Cradle to grave manufacturing, who is responsible? KQ5 - What are the 6'rs in relation to product design? Reduce, recycle, reuse, rethink, repair, replace, sustainability. KQ6 – What Materials are used in product designing? Paper and board, wood and timber, hardwoods and softwoods, manufactured boards, metals and ferrous metals, non-ferrous metals and alloys, thermosetting plastics, ceramics, textiles, synthetic fibres, natural fibres. KQ7 – What finishes can be applied to different materials? Paints, wax, polish, dip-coating, powder coating, anodising, plating and galvanising, glazing. KQ8 – What are manufacturing methods? Primary and secondary processing, forming, assembling, finishing, casting and moulding, welding, wastage and conditioning, ICT and remote manufacturing. KQ9 – What are scales of production? 24/7, mass, batch, one-off, continuous, Just in time, distribution, logistics. KQ10 – What are Smart and modern materials? Polymers, metal clays and compositions, carbon fibres and foamed metals, smart textiles and pigments, shape memory alloys and nanotechnology.	S	Science – the impact of material disposal on the Environment.



HALF TERM 4: Product Design Time project	Guided reading - Law and legislation
KQ1 – How can using digital design tools help with designing a product(s)?	
CAD/CAM/CAE (Design 360) <b>KQ2 - How can I make iterative models and prototypes?</b> Designing, sketching, design developments, rendering, shading and toning, Product analysis.	Students to write out the facts about the Law and legislation that protects a designer/the company and its customers.
KQ3 – What is the main purpose/outline of the project?         Break down of the content and deadlines for practical execution.         KQ4 – What are the expectations of the project?         Project brief/theme and specifications.         KQ5 – What is the success priorie of the project?	Students to discuss and communicate their ideas about the difference between Quality Control and Quality Assurance and how it relates to their work?
<ul> <li>KQ5 – What is the success criteria of the project? Relate to exam board criteria where appropriate.</li> <li>KQ6 – How can I successfully develop themes/briefs/specifications for the project? Researching, mind mapping, investigations, surveys and questionnaire to the stakeholder, ACCESS FM.</li> <li>KQ7 - What are the appropriate material selection for manufacturing in –house? Paper and board, wood and timber, hardwoods and softwoods, manufactured boards, metals and ferrous metals, non-ferrous metals and alloys, thermosetting plastics, ceramics, textiles, synthetic fibres, natural fibres.</li> <li>KQ8 – How can I produce a successful evaluation? Questionnaires, surveys, pie charts, research analysis, product testing, data, analysing primary and secondary knowledge.</li> </ul>	ICT – software Design and Technology – Safety, CAD/CAM
HALF TERM 5: Graphics - Promotional Merchandise	Guided reading - Smart and modern materials.
KQ1 – What is promotional merchandise?         KQ2 – Why is colour important when communicating graphics?         Primary and secondary colours, colour wheel, complementary colours, hue and tone, colour fusion and separation, image, language and meaning.         KQ3 – What are logos and trademarks?         Corporate identity and brand names, symbols, registered	Students will use the article on Smart and modern materials to debate who is driving the need for newer more innovative materials – the customer, designer, scientists, artist or technology?         Students to debate their written argument, based on the article, to small groups or the whole class.
<ul> <li>companies, law, patents and copyright.</li> <li>KQ4 – What is typography?</li> <li>Lettering styles, uppercase and lower case, size and styles, fonts, small letters, serifs, typeface, sans.</li> <li>KQ5 – What is spacing?</li> <li>Width, kerning, text, tracking, alignment of text.</li> <li>KQ6 – How can I develop my drawing techniques?</li> <li>Grids, tracing, scanning, marker pens, mm and inches, angles, depths and weights, types of paper, corrugated cardboard, transparency of materials, plan drawing.</li> </ul>	Art – colour, mixed media, equipment, communication. Science – smart and modern materials. Business – logos and branding.
KQ7 – What materials can I use to communicate my graphic ideas?	



Material, adhesives, fixatives and masking, tools, finishes, paints and inks, pre-manufactured components.       Research         Paints and links, pre-manufactured components.       Research         Item cohorements and photochromic, potatopak, polymorph, LCD, nanotechnology, carbon fibres, types of plastic.       Research         KQB - Vhax and levelop my presentational drawing by using drawing tool?       Equipment and templates.         KQ11 - What is plan drawing?       Scale representations, planometric technique, methods of enlarging, recognising different shapes.         KQ12 - What is perspective drawing?       Scale representive drawing, sektches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.         HALF TERM 6: Graphics - Board Game       Suderd reading - Influential designers - Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabud, ergonomics and Anthropometrics, design factors, legibility, contrast and style; KQ2 - What is the product analysis?         KQ3 - Why is the environment and sustainably important factors with careful adsigners, customer profile, task. KQ4 - What is a Design Brief?       Students to research and select their favourite graphic communication? materials, environment and sustainably important factors with a besign Brief?         State-Role analysing exiting Products aid my own graphic communication? materials, environment and sustainablity, ecological foot print, energy sources, Kyoto protocol.       Science - movement and sustainability, ecological foot print and energy sources.         KQ3 - Why is the		
KQB - What are Smart and modern materials?         Thermochromic and photochromic, potatopak, polymorph, LCD, nanotechnology, carbon fibres, types of plastic.         KQB - How can I develop my presentational drawing by using drawing tool?         Equipment and templates.         KQ1 - What is plan drawing?         Scale representations, planometric technique, methods of enlarging, recognising different shapes.         KQ1 - What is bornetic drawing?         Projecton, vanishing points, accuracy and drawing to scale.         KQ1 - What is bornetic drawing?         20, 30, perspective drawing;         20, 30, perspective drawing?         20, 30, perspective drawing;         Students to write a report on how these designers have influenced graphic communication in the last 10 decades.         KQ1 - What is the product analysis?         Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.         KQ4 - What is a Design fair?         Students to research and select their favourite graphic communication designer. Present their findings in a PowerPoint to small groups or the whole class.	Material, adhesives, fixatives and masking, tools, finishes,	
Thermochromic and photochromic, potatopak, polymorph, LCD, nanotechnology, carbon fibres, types of plastic.       KQ2 +Hox can I develop my presentational drawing by using drawing tools?         Equipment and templates.       KQ10 – What is plan drawing?         Scale representations, planometric technique, methods of enlarging, recognising different shapes.       KQ11 – What is perspective drawing?         Projection, vanishing points, accuracy and drawing to scale.       KQ12 – What is perspective drawing?         ZD, 3D, perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.       Guided reading – Influential designers – Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style. ZQ = What is the product analysis?         Disasembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.       Students to write a report on how these designers have influenced graphic communication in the last 10 decades.         KQ = Why is the environment and sustainably important factors within Graphic communication?       Students to research and select their favourite graphic communication designer. Present their frading in a PowerPoint to small groups or the shole class.         KQ = Why is the environment and sustainably important factors within Graphic communication?       Science – movement and sustainability, ecological foot print and energy sources.         KQ = Why is the environment, sketches, drawings, examples. KQB – Why is timportant to analyse the fir? Initial research, primary and secondary research, investigat	paints and inks, pre-manufactured components.	
LCD, nanotechnology, carbon fibres, types of plastic.       KQ9-How can I develop my presentational drawing by using drawing tools?         Equipment and templates.       KQ10 - What is is plan drawing?         Scale representations, planometric technique, methods of enlarging, recognising different shapes.       KQ11 - What is is cometric drawing?         Projection, vanishing points, accuracy and drawing to scale.       KQ12 - What is gerspective drawing?         2D, 3D, perspective drawing; sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.       Guided reading - Influential designers - Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Mobert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style, KQ2 - What is the product malysis?         Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.       Students to write a report on how these designers have influenced graphic communication?         Stakeholder, target addience, customer profile, task.       KQ4 - What is a Design Brief?       Students to research and select their favourite graphic communication designer, present their finital research, primary and secondary research, investigation, initial ideas, the design process.         KQ3 - Why is the environment, sketches, drawings, scamples.       Science - movement and sustainability, ecolysis helpful in understanding graphic communication?         Stakeholder, target addience, customer profile, task.       KQ4 - What is a Design Brief?       Science - movement and mechanisms, materials, environment and sustainability, ecolysis helpfu	KQ8 – What are Smart and modern materials?	
KQ2 - How can I develop my presentational drawing by using drawing tools?       Science presentations, planometric technique, methods of enlarging, recognising different shapes.         KQ1 - What is planometric drawing?       Projection, vanishing points, accuracy and drawing to scale.         KQ2 - What is perspective drawing?       Projection, vanishing points, accuracy and drawing to scale.         KQ1 - What is perspective drawing?       Projection, vanishing points, accuracy and drawing to scale.         KQ1 - What are the design and market influences?       Influential designers. Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.         KQ2 - What is the product analysis?       Students to write a report on how these designers have influenced graphic communication in the last 10 decades.         Walky Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.       Students to write a report on how these designers have influenced graphic communication, environmental fair trade.         KQ2 - What is the product analysis?       Students to research and select their favourite graphic communication reports on the Brie??         Initial research, primary and secondary research, investigation, initial ideas, the design process.       KQ4 - What is a Specification?         KQ4 - What is a Specification?       Science – movement and mechanisms, metricals, environment and sustainability, ecological foot print, energy sources.         KQ4 - What is a Losign Brie?       Science – movement and	Thermochromic and photochromic, potatopak, polymorph,	
drawing tools?         Equipment and templates.         KQ10 – What is pain drawing?         Scale representations, planometric technique, methods of enlarging, recognising different shapes.         KQ11 – What is sometric drawing?         Projection, vanishing points, accuracy and drawing to scale.         KQ12 – What is perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.         HALF TERM 6: Graphics – Board Game         KQ1 – What are the design and market influences?         Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthrapometrics, design factors, legibility, contrast and style.         KQ2 – What is the product analysis?         Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.         KQ3 – Why is the environment and sustainably important factors within Graphic communication?         6 r's, acc-design, biodegradable, ecological foot print, energy sources, Kyot protocol.         KQ4 – What is a Design Brief?         Stakeholder, target audience, customer profile, task.         KQ0 – What is a Specification?         KQ0 – Why is the searching Briths Culture graphics helpful in understanding graphic communication?         RVA – How can analysing existing Products aid my own graphic communication?         Initial research, primary and secondary research, investigation, initial ideas, the design process.	LCD, nanotechnology, carbon fibres, types of plastic.	
drawing tools?         Equipment and templates.         KQ10 – What is pain drawing?         Scale representations, planometric technique, methods of enlarging, recognising different shapes.         KQ11 – What is sometric drawing?         Projection, vanishing points, accuracy and drawing to scale.         KQ12 – What is perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.         HALF TERM 6: Graphics – Board Game         KQ1 – What are the design and market influences?         Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthrapometrics, design factors, legibility, contrast and style.         KQ2 – What is the product analysis?         Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.         KQ3 – Why is the environment and sustainably important factors within Graphic communication?         6 r's, acc-design, biodegradable, ecological foot print, energy sources, Kyot protocol.         KQ4 – What is a Design Brief?         Stakeholder, target audience, customer profile, task.         KQ0 – What is a Specification?         KQ0 – Why is the searching Briths Culture graphics helpful in understanding graphic communication?         RVA – How can analysing existing Products aid my own graphic communication?         Initial research, primary and secondary research, investigation, initial ideas, the design process.	KQ9 -How can I develop my presentational drawing by using	
Equipment and templates.         KQ10 – What is plan drawing?         Scale representations, planometric technique, methods of enlarging, recognising different shapes.         KQ11 – What is perspective drawing?         Projection, vanishing points, accuracy and drawing to scale.         KQ12 – What is perspective drawing?         ZD, 3D, perspective drawing?         Forzon line, advantages and disadvantages, proportion, ProDesktop.         HALF TERM 6: Graphics – Board Game         KQ1 – What are the design and market influences? Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style; KQ2 – What is the product analysis?         Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.       Students to write a report on how these designers have influenced graphic communication in the last 10 decades.         KQ3 – Why is the environment and sustainably important factors within Graphic communication?       Students to research and select their favourite sources, Kyoto protocol.         KQ4 – What is a Design Brie?       Stilence – movement and mechanisms, meetings, exiting Products and my own graphic communication?         KQ5 – Why is important to analyse the Brie?? Initial research, primary and secondary research, investigation, initial ideas, the design process. MCX – What is a Specification? ACCESFM.         KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication		
KQ10 – What is plan drawing? Scale representations, planometric technique, methods of enlarging, recognising different shapes. KQ11 – What is perspective drawing? Projection, vanishing points, accuracy and drawing to scale. KQ12 – What is perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.Guided reading - Influential designers – Harry Beck, Alberto Alessi, Wally Olins and Robert Saduda.KQ1 – What are the design and market influences? Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style. KQ2 – What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.Students to write a report on how these designers have influenced graphic communication in the last 10 decades.KQ3 – Why is the environment and sustainably important factors within Graphic communication? 6 r's, eco-design, biodegradable, ecological foot print, energy stakeholder, target audienec, customer profile, task. KQ6 – Why is it important to analyse the Brie? Initial research, primary and secondary research, investigation, initial ideas, the design process. KQ7 – How can analysing existing Products aid my own graphic communication? ACCESSFM. KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication Graphic communication influences through the decades. KQ10 – What is good initial leas sketches of graphicScience – movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.	-	
Scale representations, planometric technique, methods of enlarging, recognising different shapes. KQ11 – What is isometric drawing? Projection, vanishing points, accuracy and drawing to scale. KQ12, What is perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.Guided reading - Influential designers – Harry Beck, Alberto Alessi, Wally Olins and Robert Saduda.HALF TERM 6: Graphics – Board Game KQ1 – What are the design and market influences? Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style, KQ2 – What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.Students to write a report on how these designers have influenced graphic communication in the last 10 decades.KQ3 – What is a Design Brief? Sutakeholder, target audience, customer profile, task. KQ4 – What is a Design Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process. KQ9 – Why is researching British Culture graphics communication? Initial research, primary and secondary research, investigation, initial ideas, the design process. KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication? Graphic communication Graphic communication Graphic communication?Science – movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.KQ2 – What is a Design Brief? Stakeholder, target audience, ustomer profile, task. KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?<		
enlarging, recognising different shapes.         KQ11 – What is isometric drawing?         Projection, vanishing points, accuracy and drawing to scale.         KQ12 – What is perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.         HALF TERM 6: Graphics – Board Game         KQ1 – What are the design and market influences?         Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.         KQ2 – What is the product analysis?         Disasembly, built in obsolescence, manufacturing techniques, proportion, profile, task.         KQ4 – Why is the environment and sustainably important factors within Graphic communication?         6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.         KQ4 – Why is the product analysis productions, cumper profile, task.         KQ4 – Why is the protrant on alsystene Brief?         Stakeholder, target audience, customer profile, task.         KQ4 – Why is the generic products aid my own graphic communication?         Future design development, sketches, drawings, examples.         KQ3 – Why is researching British Culture graphics helpful in understanding graphic communication?         Graphic communication?         Graphic communication?         Graphic communication?         Graphic communication?      <		
KQ11 – What is isometric drawing?         Projection, vanishing points, accuracy and drawing to scale.         KQ12 – What is perspective drawing?         20, 3D, perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.         HALF TERM 6: Graphics – Board Game         KQ1 – What are the design and market influences?         Influential designers, Harry Beck, Alberto Alessi, 1970 design,         Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style:         KQ2 – What is the product analysis?         Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.         KQ3 – Why is the environment and sustainably important factors, legip Brief?         sources, Kyoto protocol.         KQ4 – What is a Design Brief?         Statkeholder, target audience, customer profile, task.         KQ6 – Why is it important to analyse the Brief?         Initial research, primary and secondary research, investigation, initial ideas, the design process.         KQ7 – How can analysing existing Products aid my own graphic communication?         Graphic communication?         Future design development, sketches, drawings, examples.         KQ8 – Why is researching British Culture graphics helpful in understanding graphic communication?         Graphic communication infiluences through the decades.		
Projection, vanishing points, accuracy and drawing to scale.       KQ12 - What is perspective drawing?         Q1, 3D, perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.       Guided reading - Influential designers - Harry Beck, Alberto Alessi, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.         KQ1 - What are the design and market influences?       Students to write a report on how these designers - Harry Beck, Alberto Alessi, 1970 design, Vally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.       Students to write a report on how these designers have influenced graphic communication the last 10 decades.         KQ3 - Why is the environment and sustainably important factors within Graphic communication?       Students to research and select their favourite findings in a PowerPoint to small groups or the whole class.         KQ4 - What is a Design Brief?       Stakeholder, target audience, customer profile, task.       Science - movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.         KQ1 - What is a Design Brief?       Students to specification?       Science - movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.         KQ2 - What is a Specification?       ACCESSFM.       Science - Movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.         KQ3 - Why is the specification?       ACCESSFM.       Science - Movement and mechanisms, ma		
KQ12 - What is perspective drawing?Constraints2D, 3D, perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.Guided reading - Influential designers - Harry Beck, Alberto Alessi, Wally Olins and Robert Saduda.HALF TERM 6: Graphics - Board Game KQ1 - What are the design and market influences? Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style. KQ2 - What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.Students to write a report on how these designers have influenced graphic communication in the last 10 decades.KQ3 - Why is the environment and sustainably important factors within Graphic communication? 6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.Students to research and select their favourite graphic communication?KQ4 - What is a Design Brief? Stakeholder, target audience, customer profile, task. KQ6 - Why is it important to analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process. KQ7 - How can analysing existing Products aid my own graphic communication? Future design development, sketches, drawings, examples. KQ8 - Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication?Science - movement and mechanisms, materials, environment and sustainability, ecological foot print, anergy sources.KQ7 - How can analysing existing Products aid my own graphic communication? Graphic communication? Graphic communication?	-	
2D, 3D, perspective drawing, sketches, exploded drawings, horizon line, advantages and disadvantages, proportion, ProDesktop.       Guided reading - Influential designers - Harry Beck, Alberto Alessi, Wally Olins and Robert Saduda.         HALF TERM 6: Graphics - Board Game       Suberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.       Suberto Alessi, Wally Olins and Robert Saduda.         Sisasembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.       Students to research and select their favourite graphic communication?         KQ4 - What is a Design Brief? Stakeholder, target audience, customer profile, task. KQ6 - Why is timportant facts, primary and secondary research, investigation, initial ideas, the design process. KQ7 - How can analysing existing Products ald my own graphic communication? Future design development, sketches, drawings, examples. KQ8 - Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication influences through the decades. KQ0 - Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication influences through the decades. KQ10 - What do good Initial Ideas sketches of graphic		
horizon line, advantages and disadvantages, proportion, ProDesktop.Guided reading - Influential designers - Harry Beck, Alberto Alessi, Wally Olins and Robert Saduda.KQ1 - What are the design and market influences? Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style. KQ2 - What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.Students to write a report on how these designers have influenced graphic communication in the last 10 decades.KQ2 - What is the environment and sustainably important factors within Graphic communication? or's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.Students to research and select their favourite graphic communication designer. Present their finding in a PowerPoint to small groups or the whole class.KQ4 - What is a Design Brief? Stakeholder, target audience, customer profile, task. KQ4 - Why is it important to analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process. KQ4 - Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication? Graphic communication? KQ5 - Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication? Graphic communication? Graphic communication? Graphic communication? Graphic communication? Graphic communication? Graphic communication?Science - movement and mechanisms, materials, environment ad sustainability, ecological foot print and energy sources.KQ5 - Why is researching British Culture g		
ProDesktop.       HALF TERM 6: Graphics – Board Game         KQ1 – What are the design and market influences?       Guided reading - Influential designers – Harry         Beck, Alberto Alessi, 1970 design,       Beck, Alberto Alessi, Wally Olins and Robert         Yally Olins, Robert Sabuda, ergonomics and       Students to write a report on how these         Anthropometrics, design factors, legibility, contrast and style.       Students to write a report on how these         Q2 – What is the product analysis?       Students to write a report on how these         Disassembly, built in obsolescence, manufacturing       communication in the last 10 decades.         KQ3 – Why is the environment and sustainably important       factors within Graphic communication?         6 r's, eco-design, biodegradable, ecological foot print, energy       Students to research and select their favourite         sources, Kyoto protocol.       KQ4 – What is a Besign Brief?         Initial research, primary and secondary research,       investigation, initial ideas, the design process.         KQ7 – How can analysing existing Products aid my own       graphic communication?         Future design development, sketches, drawings, examples.       KQ9 – Why is researching British Culture graphics helpful in         MC2ESSFM.       KQ9 – What is a Specification?         KQ2 – What is a Specification?       Guided reading - Influential deas, sketches of graphic		
HALF TERM 6: Graphics – Board Game       Guided reading - Influential designers – Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.       Students to write a report on how these designers have influenced graphic communication in the last 10 decades.         Vally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.       Students to write a report on how these designers have influenced graphic communication; environmental fair trade.         KQ3 – Why is the environment and sustainably important factors within Graphic communication?       Students to research and select their favourite graphic communication?         6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.       Students to research and select their favourite graphic communication?         6 r's, eco-design, initial ideas, the design process.       KQA – What is a Design Brief?         Statkeholder, target audience, customer profile, task.       KQ6 – Why is it important to analyse the Brief?         Initial research, primary and secondary research, investigation, initial ideas, the design process.       Science – movement and energy sources.         KQ8 – What is a Specification?       AccESSFM.         KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?       Guided reading - influential design development, sketches, drawings, examples.         KQ8 – What is a Specification?       KQ9 – Why is researching British Culture graphics helpful in understanding graphic co		
<ul> <li>KQ1 - What are the design and market influences? Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.</li> <li>KQ2 - What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.</li> <li>KQ3 - Why is the environment and sustainably important factors within Graphic communication? 6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.</li> <li>KQ4 - What is a Design Brief?</li> <li>Stakeholder, target audience, customer profile, task.</li> <li>KQ6 - Why is it important to analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 - How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ9 - Why is researching British Culture graphics helpful in understanding graphic communication?</li> <li>Graphic communication influences through the decades.</li> <li>KQ10 - What do good Initial ideas sketches of graphic</li> </ul>	ProDesktop.	
<ul> <li>KQ1 - What are the design and market influences? Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.</li> <li>KQ2 - What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.</li> <li>KQ3 - Why is the environment and sustainably important factors within Graphic communication? 6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.</li> <li>KQ4 - What is a Design Brief?</li> <li>Stakeholder, target audience, customer profile, task.</li> <li>KQ6 - Why is it important to analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 - How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ9 - Why is researching British Culture graphics helpful in understanding graphic communication?</li> <li>Graphic communication influences through the decades.</li> <li>KQ10 - What do good Initial ideas sketches of graphic</li> </ul>		
<ul> <li>KQ1 – What are the design and market influences? Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.</li> <li>KQ2 – What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.</li> <li>KQ3 – Why is the environment and sustainably important factors within Graphic communication?</li> <li>6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.</li> <li>KQ4 – What is a Design Brief?</li> <li>Stakeholder, target audience, customer profile, task.</li> <li>KQ6 – Why is it important to analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 – How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ8 – What is a Specification?</li> <li>ACCESSFM.</li> <li>KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ10 – What do good Initial ideas sketches of graphic</li> </ul>	HALF TERM 6: Graphics – Board Game	Guided reading - Influential designers – Harry
<ul> <li>Ku1 - what are the design and market influences?</li> <li>Influential designers, Harry Beck, Alberto Alessi, 1970 design,</li> <li>Wally Olins, Robert Sabuda, ergonomics and</li> <li>Anthropometrics, design factors, legibility, contrast and style.</li> <li>KQ2 - What is the product analysis?</li> <li>Disassembly, built in obsolescence, manufacturing</li> <li>techniques/productions, competition, environmental fair</li> <li>trade.</li> <li>KQ3 - Why is the environment and sustainably important</li> <li>factors within Graphic communication?</li> <li>6 r's, eco-design, biodegradable, ecological foot print, energy</li> <li>sources, Kyoto protocol.</li> <li>KQ4 - What is a Design Brief?</li> <li>Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 - How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ8 - What is a Specification?</li> <li>ACCESSFM.</li> <li>KQ10 - What do good Initial Ideas sketches of graphic</li> </ul>		Beck, Alberto Alessi, Wally Olins and Robert
Influential designers, Harry Beck, Alberto Alessi, 1970 design, Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style. KQ2 – What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.Students to write a report on how these designers have influenced graphic communication in the last 10 decades.KQ3 – Why is the environment and sustainably important factors within Graphic communication? 6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.Students to research and select their favourite graphic communication analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process. KQ3 – What is a Specification? ACCESSFM.Science – movement and energy sources.KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication influences through the decades. KQ10 – What do good Initial Ideas sketches of graphicStakeholder, arge audience, strong the decades. KQ10 – What do good Initial Ideas sketches of graphic	KO1 - What are the decign and market influences?	
<ul> <li>Wally Olins, Robert Sabuda, ergonomics and Anthropometrics, design factors, legibility, contrast and style.</li> <li>KQ2 – What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.</li> <li>KQ3 – Why is the environment and sustainably important factors within Graphic communication?</li> <li>6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.</li> <li>KQ4 – What is a Design Brief?</li> <li>Stakeholder, target audience, customer profile, task.</li> <li>KQ5 – Why is it important to analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 – How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ9 – What is a Specification? ACCESSFM.</li> <li>KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?</li> <li>Graphic communication influences through the decades.</li> <li>KQ10 – What do good Initial Ideas sketches of graphic</li> </ul>	-	$\checkmark$
<ul> <li>Anthropometrics, design factors, legibility, contrast and style.</li> <li>KQ2 – What is the product analysis?</li> <li>Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.</li> <li>KQ3 – Why is the environment and sustainably important factors within Graphic communication?</li> <li>6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.</li> <li>KQ4 – What is a Design Brief?</li> <li>Stakeholder, target audience, customer profile, task.</li> <li>KQ6 – Why is it important to analyse the Brief?</li> <li>Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 – How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ8 – What is a Specification?</li> <li>ACCESSFM.</li> <li>KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?</li> <li>Graphic communication influences through the decades.</li> <li>KQ10 – What do good Initial Ideas sketches of graphic</li> </ul>		
KQ2 - What is the product analysis? Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.Communication in the last 10 decades.KQ3 - Why is the environment and sustainably important factors within Graphic communication?Students to research and select their favourite graphic communication designer. Present their findings in a PowerPoint to small groups or the whole class.Sources, Kyoto protocol.Science - movement and mechanisms, materials, environment and sustainability, ecological foot print, energy sources, Kyoto protocol.KQ4 - What is a Design Brief? Stakeholder, target audience, customer profile, task. KQ6 - Why is it important to analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process. KQ7 - How can analysing existing Products aid my own graphic communication? Future design development, sketches, drawings, examples. KQ8 - What is a Specification? AccessFM.Science - movement and energy sources.KQ9 - Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication influences through the decades. KQ10 - What do good Initial Ideas sketches of graphicScience - movement and energy sources.	· · · ·	
Disassembly, built in obsolescence, manufacturing techniques/productions, competition, environmental fair trade.       Students to research and select their favourite graphic communication?         KQ3 – Why is the environment and sustainably important factors within Graphic communication?       Students to research and select their favourite graphic communication designer. Present their findings in a PowerPoint to small groups or the whole class.         Sources, Kyoto protocol.       KQ4 – What is a Design Brief?         Stakeholder, target audience, customer profile, task.       Science – movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.         KQ7 – How can analysing existing Products aid my own graphic communication?       Science – movement and energy sources.         KQ8 – Why is researching British Culture graphics helpful in understanding graphic communication?       Graphic communication?         Graphic communication influences through the decades.       KQ10 – What do good Initial Ideas sketches of graphic		
<ul> <li>techniques/productions, competition, environmental fair trade.</li> <li>KQ3 – Why is the environment and sustainably important factors within Graphic communication?</li> <li>6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.</li> <li>KQ4 – What is a Design Brief?</li> <li>Stakeholder, target audience, customer profile, task.</li> <li>KQ6 – Why is it important to analyse the Brief?</li> <li>Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 – How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ8 – What is a Specification?</li> <li>ACCESSFM.</li> <li>KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?</li> <li>Graphic communication influences through the decades.</li> <li>KQ10 – What do good Initial Ideas sketches of graphic</li> </ul>		communication in the last 10 decades.
trade.Students to research and select their favourite graphic communication?KQ3 - Why is the environment and sustainably important factors within Graphic communication?Students to research and select their favourite graphic communication designer. Present their findings in a PowerPoint to small groups or the whole class.Sources, Kyoto protocol.KQ4 - What is a Design Brief?Stakeholder, target audience, customer profile, task.Science - movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.KQ6 - Why is it important to analyse the Brief?Initial ideas, the design process.Initial research, primary and secondary research, investigation, initial ideas, the design process.Science - movement and energy sources.KQ7 - How can analysing existing Products aid my own graphic communication?Future design development, sketches, drawings, examples.KQ9 - Why is researching British Culture graphics helpful in understanding graphic communication?Rawings, examples.KQ10 - What do good Initial Ideas sketches of graphicKu10 - What do good Initial Ideas sketches of graphic	-	
KQ3 - Why is the environment and sustainably important factors within Graphic communication? 6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.graphic communication designer. Present their findings in a PowerPoint to small groups or the whole class.KQ4 - What is a Design Brief? Stakeholder, target audience, customer profile, task. KQ6 - Why is it important to analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process. KQ7 - How can analysing existing Products aid my own graphic communication? Future design development, sketches, drawings, examples. KQ9 - Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication influences through the decades. KQ10 - What do good Initial Ideas sketches of graphicScience - movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.		
factors within Graphic communication? 6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.findings in a PowerPoint to small groups or the whole class.KQ4 - What is a Design Brief? Stakeholder, target audience, customer profile, task. KQ6 - Why is it important to analyse the Brief? Initial research, primary and secondary research, investigation, initial ideas, the design process.Science - movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.KQ7 - How can analysing existing Products aid my own graphic communication? Future design development, sketches, drawings, examples. KQ9 - Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication influences through the decades. KQ10 - What do good Initial Ideas sketches of graphicScience - movement and mechanisms, materials, environment and sustainability, ecological foot print and energy sources.		
<ul> <li>6 r's, eco-design, biodegradable, ecological foot print, energy sources, Kyoto protocol.</li> <li>KQ4 – What is a Design Brief?</li> <li>Stakeholder, target audience, customer profile, task.</li> <li>KQ6 – Why is it important to analyse the Brief?</li> <li>Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 – How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ8 – What is a Specification?</li> <li>ACCESSFM.</li> <li>KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?</li> <li>Graphic communication influences through the decades.</li> <li>KQ10 – What do good Initial Ideas sketches of graphic</li> </ul>		
<ul> <li>Sources, Kyoto protocol.</li> <li>KQ4 – What is a Design Brief?</li> <li>Stakeholder, target audience, customer profile, task.</li> <li>KQ6 – Why is it important to analyse the Brief?</li> <li>Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 – How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ8 – What is a Specification?</li> <li>ACCESSFM.</li> <li>KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?</li> <li>Graphic communication influences through the decades.</li> <li>KQ10 – What do good Initial Ideas sketches of graphic</li> </ul>		
<ul> <li>KQ4 – What is a Design Brief?</li> <li>Stakeholder, target audience, customer profile, task.</li> <li>KQ6 – Why is it important to analyse the Brief?</li> <li>Initial research, primary and secondary research, investigation, initial ideas, the design process.</li> <li>KQ7 – How can analysing existing Products aid my own graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ8 – What is a Specification?</li> <li>ACCESSFM.</li> <li>KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?</li> <li>Graphic communication influences through the decades.</li> <li>KQ10 – What do good Initial Ideas sketches of graphic</li> </ul>	6 r's, eco-design, biodegradable, ecological foot print, energy	<b>7 Y N</b> whole class.
KQ4 - What is a Design Brief?Stakeholder, target audience, customer profile, task.KQ6 - Why is it important to analyse the Brief?Initial research, primary and secondary research,investigation, initial ideas, the design process.KQ7 - How can analysing existing Products aid my owngraphic communication?Future design development, sketches, drawings, examples.KQ8 - What is a Specification?ACCESSFM.KQ9 - Why is researching British Culture graphics helpful inunderstanding graphic communication?Graphic communication influences through the decades.KQ10 - What do good Initial Ideas sketches of graphic		Science meyoment and mechanisms
<ul> <li>Stakeholder, target addience, customer prome, task.</li> <li>KQ6 – Why is it important to analyse the Brief?</li> <li>Initial research, primary and secondary research,</li> <li>investigation, initial ideas, the design process.</li> <li>KQ7 – How can analysing existing Products aid my own</li> <li>graphic communication?</li> <li>Future design development, sketches, drawings, examples.</li> <li>KQ8 – What is a Specification?</li> <li>ACCESSFM.</li> <li>KQ9 – Why is researching British Culture graphics helpful in</li> <li>understanding graphic communication?</li> <li>Graphic communication influences through the decades.</li> <li>KQ10 – What do good Initial Ideas sketches of graphic</li> </ul>	KQ4 – What is a Design Brief?	
NoteWith is it important to analyse the brief?Initial research, primary and secondary research, investigation, initial ideas, the design process.KQ7 – How can analysing existing Products aid my own graphic communication?Future design development, sketches, drawings, examples.KQ8 – What is a Specification?ACCESSFM.KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?Graphic communication influences through the decades.KQ10 – What do good Initial Ideas sketches of graphic	Stakeholder, target audience, customer profile, task.	
investigation, initial ideas, the design process. KQ7 – How can analysing existing Products aid my own graphic communication? Future design development, sketches, drawings, examples. KQ8 – What is a Specification? ACCESSFM. KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication influences through the decades. KQ10 – What do good Initial Ideas sketches of graphic	KQ6 – Why is it important to analyse the Brief?	ecological foot print and energy sources.
KQ7 - How can analysing existing Products aid my own graphic communication?Future design development, sketches, drawings, examples.KQ8 - What is a Specification?ACCESSFM.KQ9 - Why is researching British Culture graphics helpful in understanding graphic communication?Graphic communication influences through the decades.KQ10 - What do good Initial Ideas sketches of graphic	Initial research, primary and secondary research,	V
graphic communication?Future design development, sketches, drawings, examples.KQ8 – What is a Specification?ACCESSFM.KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?Graphic communication influences through the decades.KQ10 – What do good Initial Ideas sketches of graphic	investigation, initial ideas, the design process.	
graphic communication?Future design development, sketches, drawings, examples.KQ8 – What is a Specification?ACCESSFM.KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?Graphic communication influences through the decades.KQ10 – What do good Initial Ideas sketches of graphic	KQ7 – How can analysing existing Products aid my own	
KQ8 – What is a Specification?ACCESSFM.KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?Graphic communication influences through the decades.KQ10 – What do good Initial Ideas sketches of graphic	graphic communication?	
KQ8 – What is a Specification?ACCESSFM.KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication?Graphic communication influences through the decades.KQ10 – What do good Initial Ideas sketches of graphic	Future design development, sketches, drawings, examples.	
ACCESSFM. KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication influences through the decades. KQ10 – What do good Initial Ideas sketches of graphic		
KQ9 – Why is researching British Culture graphics helpful in understanding graphic communication? Graphic communication influences through the decades. KQ10 – What do good Initial Ideas sketches of graphic		
understanding graphic communication? Graphic communication influences through the decades. KQ10 – What do good Initial Ideas sketches of graphic		
Graphic communication influences through the decades. KQ10 – What do good Initial Ideas sketches of graphic		
KQ10 – What do good Initial Ideas sketches of graphic		
	communication look like?	
Composition, layout, colour, typography, logos and		
trademarks, imagery.		
KQ11 -How can I developed my graphic design Ideas?		
Presentation, development of ideas, composition and style.		
KQ12– What is expected for my Final CD Cover Design?	, , , ,	
2D, 3D, perspective drawing, sketches, exploded drawings,		
horizon line, advantages and disadvantages, proportion, use		
of ProDesktop, projection, vanishing points, accuracy and		
drawing to scale.	-	
KQ13 – What does a successful evaluation of your final CD	KQ13 – What does a successful evaluation of your final CD	
Cover look like?		



Questionnaires, surveys, pie charts, research analysis, product testing, data, analysing primary and secondary knowledge.	