



# Carleton Community High School

A Specialist Science with Mathematics School



## Course Area - Design & Technology GCSE - Graphic Products - Mrs Collins

COURSEWORK COMPLETED IN YEAR 10 WILL CONTRIBUTE TOWARDS THE FINAL GCSE GRADE SO THAT PUPILS HAVE A RANGE OF DEVELOPED PRODUCTS TO SUBMIT

<b>YEAR 10</b>	<p><b>Course Introduction Corporate Identity</b> The importance of brand identity; use of appropriate lettering / fonts, colour schemes and image. Design a corporate Identity for a fast food delivery service. <u>Approx 5 weeks</u></p>	<p><b>Montage Clock</b> <b>Key concepts.</b> Use of different media and processes to create a themed mood. CAD/CAM. Card modelling to develop a free standing, slot together, working clock. Application of the developed montage onto the clock. 2D Working Drawing 3D presentation drawing (Isometric) <u>Approx 6 weeks</u></p>	<p><b>Pop - Up Flyer</b> <b>Key concepts</b> Paper and Card Engineering. Development of a pop - up promotional flyer using the branding created in the previous project. Card modelling. Computer Aided Graphics. <u>Approx 7 weeks</u></p>	<p><b>Perspective Drawing</b> <b>Key concepts.</b> Working on developing perspective drawing skills through architectural drawing. Culminating in producing a 2 point perspective drawing of building associated with a fast food restaurant.  <u>Approx 4 weeks</u></p>	<p><b>CA - Fast Food delivery Re-branding.</b> Further develop / improve the branding designed in Project 1. Design and develop a new menu using the new corporate identity. Begin development of a card menu dispenser. <u>Approx 10 weeks</u></p>
				Exams 1 week	Work Experience
	<b>Autumn Term</b>		<b>Spring Term</b>		<b>Summer Term</b>
<b>YEAR 11</b>	<p><b>Design, develop and make the packaging for the Fast food Brand Identity Project.</b> <b>Focus-</b> Appropriate research, identification of the market, use of a variety of processes and modelling techniques to develop the packaging for the brand identity developed in Y10 <b>Products-</b> The design work and products developed in Y10 will be further developed where appropriate and submitted as part of the GCSE course-work. <u>Approx 20 weeks</u></p>		<p><b>Exam Preparation sheet</b> (will be issued by AQA Exam board and available to pupils from 1st March) <b>Single Tier of Entry</b></p> <p><b>Exam preparation</b> Review Specification content, use of exam style questions and past papers to teach exam technique. <u>Approx 8 weeks</u></p>		
	<b>Mocks</b>				
<b>KUS</b> Knowledge Understanding, Skills	<p><b>Design &amp; Market Influence</b> <u>Iconic Designers</u> (Beck, Alessi, Kinneir &amp; Calvert, Olins, Sabuda) Communicating Ideas, Modelling, Target Marketing <u>Sketching</u> (2D, 3D, crating, grids, underlays) <u>Enhancement</u> (use of colour media to add tone and texture) <u>Presentation</u> (Computer graphic manipulation, lettering / fonts, Presentation Drawings, ICT) <u>Pictorial Drawings</u> (perspective, isometric) <u>Working Drawings &amp; Surface Development</u> (Orthographic, nets) <u>Information Drawings</u> (graphs, labels, signage, ideograms, pictograms, symbols, flowcharts with feedback, sequential illustrations, schematic maps)</p>		<p><b>Paper &amp; Card Engineering</b> <u>Products and Applications</u> (quality of design and manufacture, product life - cycle, needs and wants of customers). <u>Evaluation Techniques</u> (product improvement, role of end - users, testing &amp; evaluating products, testing &amp; eval against the spec) <u>Social, Cultural, Moral, Environmental, Economic &amp; Sustainability</u> (Designs which don't offend, moral and cultural implications, ergonomics and anthropometric data, symbols and signs on packaging, materials and social costs of packaging, 6 R's, environmental issues, advantages / disadvantages of reusing / recycling). <u>ICT</u> (CAD/CAM, inputs, outputs, software, benefits and costs, electronic transfer of data). <u>Health &amp; Safety</u> (safe use of tools, materials, components, risk assessment, recognition of hazards, endorsed QA, symbols).</p>		<p><b>Processes &amp; Manufacture</b> <u>Systems &amp; Control Procedures</u> (Input, Process, Output, Feedback, logical plan of manufacture, flowchart showing feedback, QC marks and symbols in print industry, principles of simple mechanisms - levers, linkages, programmable ICs) <u>Industrial Practices</u> Change of production from single to multiple, sequence of making including decisions made, importance of scale models &amp; prototypes, different scales of production, Just in Time (JIT), QA and QC, commercial print techniques, process colours, special colours, print finishes, die cutting, economic use of materials, need &amp; function of Packaging, use of patents, copyright and registered designs).</p>