

Vocabulary

Typography  
 Display type  
 Tracking  
 Monochrome  
 Analogous  
 Warm colours  
 Cool colours  
 Gradient  
 Resolution  
 Brand  
 Brand identity  
 Logos  
 Contrast  
 Scale  
 Saturation  
 Pictorial Mark

Key Information

*Graphic communication involves the use of visual material to relate ideas through drawings, photographs, slides, and sketches.*

What you should already know

Key drawing skills, developing design ideas, typography and branding concepts.

Information

In year 11, in this final year of the GCSE, we aim to develop the very best design students who are investigative, independent and passionate with originality to redesign and solve problems; we encourage our students to research the current design industry and create interesting products and concepts. Our **knowledge based curriculum** builds upon material **taught in year 10** in graphics communications projects. In the first term, students will continue and complete a year 10 project from term 3 the previous school year. This projects should contain develop, research and refinement of the chosen theme, with a final piece created showing all assessment objectives. In term two, Year 11 students will receive the title for their GCSE graphic communication examination and start a new short project, which will consolidate their learning from KS3 and KS4. Students will choose a project theme based on the examination title towards which they wish to explore and create a graphic design response. Students will use their knowledge to develop, refine and explore new techniques and materials that show an understanding of their chosen concept. Students will record their research and experimentation in a well-presented sketchbook. This will allow our students to demonstrate a clear development of their ideas through to a final examination outcome completed over 2 days.

Want to know more

If you choose to continue your Graphic communication journey into A – Level you will be expected to demonstrate skills, as defined in **Overarching knowledge, understanding and skills**, in the context of their chosen area(s) of Graphic communication. You will be introduced to a variety of experiences that explore a range of graphic communication media, processes and techniques. They should be made aware of both traditional and new media.

Links to other subjects

Literature - words  
 Design technology –  
 product design  
 Math – scale and  
 perspective

