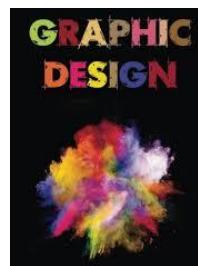


KS5 Learning Journey

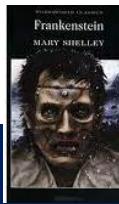
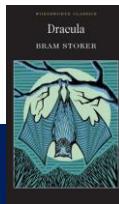
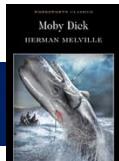
Art & Design - Fashion & Graphics



Unit 2 – Critical and Contextual Studies in Art and Design (External exam)

You will investigate, experiment and explore a range of visual recording materials and methods to express and communicate ideas to an exam board set brief.

AO1 Understand how recording is used to communicate visually in the work of others
AO2 Demonstrate understanding of visual communication through exploration and application of different methods of recording
AO3 Demonstrate ability to record to communicate intentions
AO4 Evaluate visual recording and communication skills



Unit 14 – Textiles Materials, Techniques and Processes

A: Explore textile materials, techniques and processes
B: Apply textile materials and processes to a brief
C: Review own use of textile materials, techniques and processes
 The aim of this unit is to introduce you to a range of textile materials, techniques and processes. You will explore both their technical characteristics and creative potential.

Unit 10 - Graphics Materials, Techniques and Processes

A: Explore materials, techniques and processes used in graphic design
B: Apply graphics materials, techniques and processes to produce design solutions for a brief
C: Review and reflect on own use of materials, techniques and processes in graphic design
 The aim of this unit is to introduce you to a range of graphic materials, techniques and processes. You will explore both their technical characteristics and creative potential.



Unit 14 - You are working as a young apprentice for a new on-trend design agency. They head designer has asked you to kick start a new project that has just been commissioned called Avant-Garde Accessories. They are looking for new and exciting ideas; they want you to come up with a selection of design ideas and samples for accessories that can be worn or carried on the body. They would like to see a variety of creative and imaginative ideas.

Unit 10 - You will research a selection of books from a list of "Wordsworth Editions" and then choose your favourite. You will engage in more in-depth research and design a series of 3 finished items that should include: Cover designs, special edition packaging, advertisements, merchandise, book displays. Before you even get into what the book covers, packaging, merchandise, interactive apps, advertisements and book displays might look like, you need to understand the nature of the books in question. You will need to know about the plot, themes, characters, symbolism, setting, mood and style. Forget what you think you know, especially if you have only seen film versions of the books! Your 2D or 3D designs must be fresh and based solely on the book.

Unit 10/14

Year 13



Unit 1 – Visual Recording and Communication (External exam)

You will investigate, experiment and explore a range of visual recording materials and methods to express and communicate ideas to an exam board set brief.

AO1 Understand how recording is used to communicate visually in the work of others
AO2 Demonstrate understanding of visual communication through exploration and application of different methods of recording
AO3 Demonstrate ability to record to communicate intentions
AO4 Evaluate visual recording and communication skills



Unit 1

As an Artist or Designer, the process of developing something from an initial idea into a final outcome is about understanding and applying the creative process. This assignment brief gives you the opportunity to demonstrate this process in the creation of work for a public exhibition.

The exhibition in a local Art Gallery will be attended by your friends, family and other creative practitioners from the local community. This is your opportunity to conceive, execute and exhibit a body of work that communicates the evolution of your personal creativity.

Unit 3

Year 12

The title of this year's exhibition is 'The World Around Us' You can produce work using media and materials of your choice.



Unit 3 – The Creative Process

A: Understand the stages and activities within the creative process
B: Experiment with the stages and activities within the creative process to develop own working practice
C: Apply stages and activities within the creative process to develop own art and design work
D: Review how use of the creative process developed own art and design practice.

