

# Fareham Academy (Graphic Design) Overview – Year 8

The Design and Technology curriculum has evolved into an engaging carousel system, meaning your child will study a range of stimulating subjects allowing them to experience and explore the breadth of contemporary Design and Technology. Depending on which class your child is in, will alter the order in which they move through the carousel. At some point in the year they will study the below:

Topic(s)	Packaging
Topic Objectives	<p>Through a variety of creative and practical activities, students explore the knowledge and skills required to engage in the process of designing and making. Students focus on the design and technology fundamentals of:</p> <ul style="list-style-type: none"> <li>● Investigating</li> <li>● Designing</li> <li>● Making</li> <li>● Evaluating</li> <li>● Applying technical knowledge</li> </ul>
Acquired Knowledge/Skills	<p>Students will be able to:</p> <ul style="list-style-type: none"> <li>● Identify what biomimicry is and explain its impact in design</li> <li>● Analyse a variety of packaging, establish food label requirements and evaluate how packaging can portray a brand’s image</li> <li>● Demonstrate an understanding of how 3D shapes are created from nets, identify the different net components and assemble a fully working net to produce a 3D outcome</li> <li>● Establish the emotional impact of colour theory in design, apply drawing techniques to create texture effects and render a 3D image</li> <li>● Identify what isometric drawing is, create simple 3D shapes using isometric techniques</li> <li>● Develop technical drawing skills, transfer an isometric drawing into an orthographic drawing</li> <li>● Determine design specification points, select important criteria to create a product for a client</li> <li>● Develop sketching techniques, compare key characteristics from existing designers work, develop idea generation techniques</li> <li>● Demonstrate an understanding of sustainability in packaging design, identify packaging symbols and explain the use of tessellation when manufacturing products</li> <li>● Apply 2D Design skills to create different shapes, establish guideline colours and demonstrate the use of the scale and dimension tool</li> <li>● Evaluate and test prototypes, produce an accurate scale net using 2D Design to be cut on the plotter</li> <li>● Produce a piece of packaging, justify the use of specific drawing techniques</li> <li>● Demonstrate an understanding of finishing techniques to produce a high quality packaging product</li> </ul>
Assessments	<p>End of top topic assessment comprising of a 30 mark test where students are assessed on the above taught graphic design content. Students also receive formative feedback throughout their practical project work.</p>