

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)	Graphic Comic Book
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"> ● Investigating ● Designing ● Making ● Evaluating ● Applying technical knowledge
Acquired Knowledge/Skills	<p>Students will be able to:</p> <ul style="list-style-type: none"> ● Identify what graphic design is and the role of a graphic designer ● Demonstrate understanding of colour theory and the colour wheel, demonstrate understanding of shade and tone to render a 3D image ● Identify what perspective drawing is, create simple 3D shapes using 1-point perspective ● Identify different genres of comic books and graphic novels, develop an understanding of the history of comic books ● Develop sketching techniques, compare key characteristics from existing designers work, develop idea generation techniques ● Determine storyline and plot for comic book, select important criteria to create a consistent theme, create a storyboard / flowchart to record ideas ● Demonstrate frame layouts and meanings, distinguish different narrative techniques, produce an initial design idea for front cover ● Demonstrate scene composition, identify key landmarks and locations within the local area, create a scene / location design for own comic book ● Apply basic elements of typography, establish the different typeface classifications and the differences between them ● Demonstrate how type can reflect meanings and emotions through layout and arrangement, demonstrate emotion of dialogue through type and speech bubble shapes, apply onomatopoeia words, create a piece of pop art text inspired by Roy Lichtenstein ● Produce a front cover design for comic book, Justify the use of specific drawing techniques ● Combine narrative techniques to produce the inside of the comic book, demonstrate finishing techniques to ensure comic book is of high quality
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>