

GRAPHICS KEY STAGE 4 SUBJECT CURRICULUM

LEARNING JOURNEY



YEAR 10

Core Technical Principles

NEA Skills
CAD 3D Games piece project

NEA Skills: CAD logo project using Illustrator

Designing principles

NEA Skills:
Foam modelling using hot wire /tools

Making principles

Common specialist technical principles

New and emerging technologies

New and emerging technologies

NEA Skills: Packaging designs for a computer mouse box using CAD software

Energy, materials, systems and devices

YEAR 11

Section C / F - Initial Design Ideas and Ideas Evaluation pages

Release of the NEA contextual challenges from AQA : 1 June 2023

Section D - Development of Ideas. Pupils produce card models of idea.

NEA: Section B – Design brief and specification

NEA: Section A - Product Analysis & Client Interview

NEA: Section A – Research list and mood boards

NEA: Section A - Product Analysis & Client Interview/Additional research

NEA: Section A - Problem Analysis mind map

Exam Practice: Making principles

Section C: Additional research e.g. materials research

More exam practice

Section D: Final developed design idea and write Manufacturing Specification

Revision based on mock

Exam practice
Designing principles

Section F: Testing page with client feedback

Section E: Final Model
Pupil make a prototype using appropriate tools / software that is fit for purpose.

Section F - Final Evaluation

End User Interview and improvements