



**BIDDULPH  
HIGH  
SCHOOL**



A2

**AO2 & AO3**– Design ideas for your project, designing of ideas, prints & drawings. Samples and mock up's for the final product.



A01

**Research AO1** – Research of the theme, drawings, own photos, designer research.

**Where will Graphic Design take you?**

**Graphic Designer:**  
In house, Design studio  
Web Designer  
Surface Pattern Designer  
Illustrator  
User Interface Designer  
Game Art

Continue your lifelong love of Designing and creativity



**Unit 2 10 hour practical examination – AO4** making of the final product

Are you acting on feedback from your class teachers?

Are you planning how you will Design your final product? Have you practiced the techniques and processes needed.

Are you acting on feedback from your class teachers?

GCSE Results

**Photoshop developments**  
You will start to produce ideas for your album cover in Photoshop based on your research and theme, you will then take these into development, completing trials & samples to refine and develop your work. AO2 & AO3



**Mixed Media workshops**  
You will spend a number of lessons in Graphics separately exploring different skills and techniques with Mixed Media techniques.

**Mock exams –** practical based task



**Component 2 –** prerelease material. Choose 1 of the projects to complete.

**Photoshop workshops**

You will spend a number of lessons in Graphics separately exploring different skills and techniques within Photoshop.



**YEAR 11**

**Mixed Media developments**  
You will start to produce ideas for your album cover with Mixed Media techniques based on your research and theme, you will then take these into development, completing trials & samples to refine and develop your work. AO2 & AO3

**Final outcome**  
You will apply all of your findings so far into creating a final product, this should take into consideration all of your research, contextual influences and also your developments. AO4

**Mock exams**  
Designer Research sheet



**Illustrator workshops**  
You will spend a number of lessons in Graphics separately exploring different skills and techniques within Illustrator.



**'Introduction to course – Component 2'**  
Choosing themes, these need to be of interest to you and viable as an album cover artwork project. AO1



End of year assessment

**YEAR 10**

**Illustrator developments**  
You will start to produce ideas for your album cover in Illustrator based on your research and theme, you will then take these into development, completing trials & samples to refine and develop your work. AO2 & AO3



**AO1 - Research**  
Linking to your project theme you will then choose a selection of artists, craftspeople and designers who will influence your work. AO1

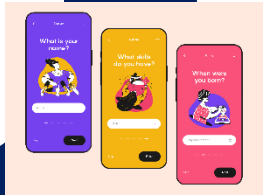
**Adobe Photoshop**  
You will explore arrange of tools and techniques within Photoshop though completing series of tutorials such image manipulation and double exposure



Rotation in Graphic Design



**Introduction to Digital Design**  
You will be learning the fundamental skills needed in Adobe Illustrator & Photoshop to be successful as a Graphic Designer



**HSB welcome**

**YEAR 9**

**Adobe Illustrator**  
You will explore arrange of tools and techniques within Illustrator though completing series of tutorials such as logo design and vector drawing.



**App Design**  
With your newly acquired design skills you will research, plan and design a new app that will solve a problem within the community.



**YEAR 8**

**YEAR 7**



Sit SATS in Y6

Build a solid foundation in education

**WOODHOUSE ACADEMY**



Develop a lifelong love of learning

**PRIMARY SCHOOL**



**'WORKING TOGETHER TO ACHIEVE OUR PERSONAL BEST.'**