



KS3 ASSESSMENT

Design & Technology Graphics

BRAMHALL HIGH SCHOOL

	Acquiring	Developing	Secure	Mastered
	Is beginning to acquire the necessary knowledge for the topic(s)	Is developing the knowledge necessary to understand the topic	Understands the topic and is able to make links using the knowledge	Fully understands the topic and is able to confidently link knowledge.
Term 1a GRAPHICS Students create a personalised 3D CD of themselves through skilful use of CS6 and an A4 design folder.	Students can (with extra support): Create folders to organise their work. Download images from FOLDR Use downloads , moving files. Produce traced drawings suitable for a target market. Target market and user are terms that are becoming more familiar Scan using Photoshop and save as PNG. Place a PNG , image trace, ungroup edit. Edit with regular pixel gaps Display their drawings , create a booklet, complete work of fair quality.	Students can regularly : Create folders to organise their work. Download images from FOLDR Use downloads , moving files. Produce line drawings suitable for a target market. Target market and user are terms that are understood and demonstrated. Scan using Photoshop and save as PNG. Place a PNG , image trace, ungroup edit. Edit accurately with few pixel gaps Display their drawings , create booklets and demonstrate good presentation.	Students can confidently & skilfully: Create folders to organise their work. Download images from FOLDR Use downloads , effectively moving files. Produce line drawings which are highly suitable for a target market. Target market and user are terms that are used effectively in discussion. Scan using Photoshop and save as PNG. Place a PNG , image trace, ungroup edit. Edit accurately with no pixel gaps Display their drawings , create booklets and demonstrate strong presentation	Students can skilfully & independently: Create folders to organise their work. Download images from FOLDR Use downloads , skilfully moving files. Produce line drawings with flair and creativity suitable for a target market. Target market and user are terms that are embedded in project discussion. Scan using Photoshop and save as PNG. Place a PNG , image trace, ungroup edit. Edit with skill and flair seamlessly. Display their drawings , create booklets and demonstrate a flair for display.

<p>Term 1b GRAPHICS cont....</p>	<p>Edit effectively and start to understand the process of QC pass & fail. Engage In group work, agree tasks with others to achieve a pleasing outcome. Download quality background images. Apply filters and save-as individually. Place inside container for a filter page. Colour images, create layers and save. Use a specification to create a design. Create a pleasing quality final CD product Find elements for the CD from sources On-going evaluation of final design</p>	<p>Edit effectively and understand the process of QC pass & fail means. Engage In group work, negotiate and agree tasks with another student to achieve a pleasing outcome. Download quality background images. Apply filters and save-as individually. Place inside container for a filter page. Colour images, create layers and save. Use a specification to create a design. Create a high quality final CD product Find elements for the CD from sources On-going evaluation of final design Design alternative products, Ticket etc..</p>	<p>Edit effectively and understand the process of QC pass & fail and its role. Lead In group work, negotiate and agree tasks with another student to achieve a high quality outcome. Download quality background images. Apply filters and save-as individually. Place inside container for a filter page. Colour images, create layers and save. Use a specification to create a design. Create a high quality final CD product Find elements for the CD from sources On-going evaluation of final design Design alternative products, Ticket etc..</p>	<p>Edit effectively and understand the process of QC pass & fail and its role in design process. Lead In group work, negotiate and agree tasks with another student to achieve a high quality outcome. Download quality background images. Apply filters and save-as individually. Place inside container for a filter page. Colour images, create layers and save. Use a specification to create a design. Create a high quality final CD product Find elements for the CD from sources On-going evaluation of final design Design alternative products, Ticket etc..</p>
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Term 2a Topic(s) Title				
Term 2b Topic(s) Title				
Term 3a Topic(s) Title				
Term 3b Topic(s) Title				

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Term 1a Topic(s) Title				
Term 1b Topic(s) Title				
Term 2a Topic(s) Title				

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Term 3a Topic(s) Title				
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<p>Term 1a GRAPHICS Option 18 weeks Students create 2D & 3D promotional material for a new movie of their choice.</p> <p>1/3</p>	<p>Students can (with extra support): Create an A3 master page - Yr9 = A3 Use Illustrator to create a mind-map A3 page to explore different movie ideas. Create folders to organise their work. Download images from the internet images for a specific target market. Use downloads, moving files. Produce line drawings appropriate to their specific movie age. Explore existing stand designs from Primary and secondary sources and understand what they need to do.</p>	<p>Students can regularly : Create an A3 master page - Yr9 = A3 Use Illustrator to create a mind-map A3 page to explore different movie ideas - Use of images/ text. Create folders to organise their work. Download images from the internet images for a specific target market. Use downloads, moving files. Produce line drawings suitable for a target market appropriate to their specific movie age. Explore existing stand designs from Primary and secondary sources.</p>	<p>Students can confidently & skilfully: Create an A3 master page - Yr9 = A3 Use Illustrator effectively to create a mind-map A3 page to explore different movie ideas - Use of images/ text. Create folders to organise their work. Download images from the internet demonstrating ability to attain images for a specific target market. Use downloads, moving files. Produce line drawings with creativity suitable for a target market appropriate to their specific movie age. Explore existing stand designs from Primary and secondary sources.</p>	<p>Students can skilfully & independently: Create an A3 master page - Yr9 = A3 Use Illustrator skilfully to create a mind-map A3 page to explore different movie ideas - Use of images/ text. Create folders to organise their work. Download images from the internet demonstrating skill in attaining images for a specific target market. Use downloads, skilfully moving files. Produce line drawings with flair and creativity suitable for a target market appropriate to their specific movie age. Explore existing stand designs from Primary and secondary sources.</p>

<p>Term 1b GRAPHICS cont... Scanning, editing and colouring hand drawn images. Use of CAD & CAM / 2D design. Numeracy skills 2/3</p>	<p>Create a simple specification 'my stand must' Target market and user are terms that becoming better understood. Scan using Photoshop and save as PNG. Place a PNG, image trace, ungroup edit. Edit with skill and flair seamlessly. Display their drawings, create booklets and demonstrate a respect for A3. Can show their own process of scanning, editing and colouring images with some 1:1 support. Edit effectively and understand the process of QC pass & fail and its role in design process - using one character Create a Problem & Design Brief page.</p>	<p>Create a specification 'my stand must' Target market and user are terms that understood and used in discussion. Scan using Photoshop and save as PNG. Place a PNG, image trace, ungroup edit. Edit with skill and flair seamlessly. Display their drawings, create booklets and demonstrate a competence for A3. Can show their own process of scanning, editing and colouring images. Edit effectively and understand the process of QC pass & fail and its role in design process - using one character Create a Problem & Design Brief page, showing client and designer.</p>	<p>Create a detailed spec 'my stand must' Target market and user are terms that are used in project discussion. Scan using Photoshop and save as PNG. Place a PNG, image trace, ungroup edit. Edit with skill and flair seamlessly. Display their drawings, create booklets and demonstrate a skill for A3 display. Effectively show their own process of scanning, editing and colouring images. Edit effectively and understand the process of QC pass & fail and its role in design process - using one character Create a quality and creative Problem & Design Brief page.</p>	<p>Create a detailed spec 'my stand must' Target market and user are terms that are embedded in project discussion. Scan using Photoshop and save as PNG. Place a PNG, image trace, ungroup edit. Edit with skill and flair seamlessly. Display their drawings, create booklets and demonstrate a flair for A3 display. Skilfully show their own process of scanning, editing and colouring images. Edit effectively and understand the process of QC pass & fail and its role in design process - using one character Create a high quality and creative Problem & Design Brief page.</p>
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<p>Term 2a GRAPHICS cont... Use of on-going CAD & CAM / 2D design. Making final products. Back & front of stand.</p> <p>3/3</p>	<p>Measure a cinema stand. Use maths skills to convert sizes into a 1:5 scale size. Use 2D design to create the back of the stand with 1:1 support. Create CAD CAM prototypes and keep all failed stands in their folder. Download background images. Apply filters and save-as individually. Find elements for the stand (12A logo?) Use Photoshop to 'clean up' edit logos Use a specification to create a design. Create a 3D final cinema stand product with an A3 design folder. On-going evaluation of final design</p>	<p>Measure a cinema stand with some accuracy. Use maths skills to convert measurements into a 1:5 scale size. Use 2D design to create the back of the stand. Create CAD CAM prototypes and record the process in their folder. Download background images. Apply filters and save-as individually. Find elements for the stand (12A logo?) Use Photoshop to 'clean up' edit logos Use a specification to create a design. Create a pleasing quality 3D final cinema stand product with an A3 design folder. On-going evaluation of final design</p>	<p>Accurately measure a cinema stand. Use maths skills to convert all measurements into a 1:5 scale size. Use 2D design to create the back of the stand. Create CAD CAM prototypes and record the process in their folder. Download quality background images. Apply filters and save-as individually. Find elements for the stand (12A logo?) Use Photoshop to 'clean up' edit logos Use a specification to create a design. Create a quality 3D final cinema stand product with an A3 design folder. On-going evaluation of final design Design alternative products, key rings..</p>	<p>Accurately measure a cinema stand. Use maths skills to convert all measurements into a 1:5 scale size. Use 2D design effectively to create the back of the stand. Skilfully create CAD CAM prototypes and record the process in their folder. Download quality background images. Apply filters and save-as individually. Find elements for the stand (12A logo?) Use Photoshop to 'clean up' edit logos Use a specification to create a design. Create a high quality 3D final cinema stand product with an A3 design folder. On-going evaluation of final design Design alternative products, key rings..</p>
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