

KS4 Learning Journey

3D Design

Architecture, graphic designer, product development, Interior designer, T.V/Film set design, costume designer

Fashion & Textiles, Art, Photography, Media Studies

6th Form

College

Apprenticeship/
Employment

Past Projects: Lighting, chairs, costumes, jewellery, bags, film set design, ceramics, sculpture, architecture, book designs.

FINAL EXAM

Making – Advance skills, techniques and processes.

May: Practical 10 hours

Refining designs, skills, techniques and processes.

PPE2

Designer research/analysis.

Exploring & experimenting research, designs and practical samples.

PPE1

Designer research/pastiches, initial designs & samples.

Drawing & recording an independence response.

Making & refining. Evaluate & justify.

December: Practical 5 hours

Year 11 40% Project

2nd Sketchbook: Design Brief set by AQA exam board: January.

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Mind map, mood board – investigating the brief.

1st Sketchbook: Design brief set internally.

Year 10 60% Project: Feb/March

CAD/CAM Computer aided skills. Laser cutter samples.

Mind map, mood boards. Evaluations to support all practical – extended writing. Creative intentions essay.

Designs, development of ideas. Final designs.

Final practical. Evaluate, modify & justify. Manufacturing plan. H&S. Key words & terminology. **End to coursework portfolio.**

Experimentation Samples: Develop skills, processes and techniques using a range of materials: card, clay, fabrics, acrylic, mixed media.

Research analysis: Designer/artist & product research. Extended writing.

AQA 3D Design GCSE

Intro to coursework portfolio: Develop drawing and design skills: Tonal shading, mark making. Observational drawings. Fonts & Typography.

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