

# GCSE: Graphic Communication Curriculum Overview

## Year 10

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Qualification	GCSE Art and Design (Graphic Communication)					
Exam Board	AQA					
	Component 1: 60% (Internally set tasks)					
Unit(s)	Unit 1: Zoo			Unit 2: Food, Glorious Food		
Unit Summary	Students explore graphic communication through the theme of the zoo. They research artists like Zaine Vaun and Silvan Borer, experiment with traditional and digital techniques, and create a final piece inspired by their development. The project emphasises observational drawing, mixed media, digital design, and professional presentation.			This unit explores food-themed graphic communication, combining primary research, artist studies, physical and digital responses and annotation to develop creative outcomes. Students will photograph food, create collages, screen prints and digital illustrations, and refine ideas inspired by artists such as Ekaterina Trukhan, Aleesha Nandhra and others.		
Unit Objectives	<ul style="list-style-type: none"> <li>Understand the project brief and assessment objectives.</li> <li>Research and analyse the styles of Zaine Vaun and Silvan Borer.</li> <li>Develop physical and digital drawing skills.</li> <li>Experiment with mixed media, watercolour, collage, and gouache techniques.</li> <li>Design and refine ideas for kids' packs using traditional and digital methods.</li> <li>Present and evaluate final designs with annotations.</li> </ul>			<ul style="list-style-type: none"> <li>Understand the project brief and assessment objectives.</li> <li>Research and analyse artists' styles and techniques.</li> <li>Conduct primary research through photography.</li> <li>Develop physical and digital responses using advanced tools and methods.</li> <li>Present and annotate work in digital and physical sketchbooks.</li> <li>Refine and retake photos to enhance project outcomes.</li> </ul>		
Acquired Knowledge/ Skills	<ul style="list-style-type: none"> <li>Artist research and analysis</li> <li>Observational drawing</li> <li>Mixed media techniques (collage, gouache, crayon, watercolour)</li> <li>Digital design skills (Wacom tablet, layers, patterns)</li> <li>Product design for kids' packs (nets, mock-ups)</li> </ul>			<ul style="list-style-type: none"> <li>Artist analysis and research</li> <li>Observational and outline drawing</li> <li>Photography techniques.</li> <li>Collage and screen printing skills</li> <li>Digital illustration using tools like paint bucket, graph tools, and layering</li> </ul>		

	<ul style="list-style-type: none"> <li>Professional presentation and evaluation</li> </ul>	<ul style="list-style-type: none"> <li>Annotating and presenting sketchbooks</li> <li>Using Gantt charts, task lists, and work plans for organisation</li> </ul>
Assessments	<p>GCSE AQA Art is assessed through two components: Component 1 (Portfolio), which accounts for 60%, involves coursework including research, development, and final pieces. Component 2 (Externally Set Task), worth 40%, includes a 10-hour practical exam based on an externally set theme. Both are assessed for skills, creativity, and analysis.</p>	
Other Links (e.g. SMSC, FBV, Greener Curriculum)	<p>Greener Curriculum: Sustainable materials in design and eco-friendly packaging.</p> <p>Fundamental British Values: Encouraging individual creativity and collaborative reflection.</p> <p>Pride in the Solent: Celebrating local design inspirations.</p> <p>UNCRC: Right to education and creative expression through art and textiles.</p>	<p>Greener Curriculum: Encourages sustainable materials and techniques.</p> <p>Fundamental British Values: Promotes respect for diverse artistic styles and collaboration.</p> <p>Pride in the Solent: Links to local food industries and culture.</p> <p>UNCRC: Ensures accessible and inclusive opportunities for practical creativity and digital skills.</p>