



								others' work. <b>Rule of Law</b> Environment where pupils feel safe and secure to work. Rules involving printing and technical equipment as well as following school policies and procedures for behaviour	Colour consultant Logo /Branding designer Packaging Designer Fashion merchandising Art critic
5	<b>Mental Health Awareness Magazine:</b> Image Analysis	Image analysis. Manual media Experimentation. Emotion photoshoot with multiple exposure. Digital manipulation and idea development - Peter Max, Mike Godwin, Stefan Sagmeister, Neville Brody, Dan Mountford, Marvel Avengers, Ghost in a Shell/3D films, Tanner Grammar, Michal Macku.	Appropriate and correct use of a camera Multimedia experimentation - workshop layout including both hand and digital manipulation Variety of tools in Photoshop mainly utilising: Move, selection, brush, fill and pen tools Appropriate and accurate use of key subject terminology when analysing an artist The ability to appropriately analyse own outcomes to evaluate and suggest further improvement	Develop resilience in allowing yourself to make mistakes and have the knowledge and skills to overcome and develop from the mistakes Dissecting mistakes made, learning from them and keeping appropriate aspects	Appropriate use of key subject terminology and how it applies to different contexts Use of processes in Photoshop Sustained idea development and the combination of skills and techniques visited	Idea development Previous experience with media are utilised and built upon. Key skills developed strategically throughout KS3 before being built upon during the GCSE course.	Additional artist links made available to further cement an understanding of the topic and allow for further, appropriate and accurate idea development, improving on outcomes for AO4.	<b>Respect and Tolerance</b> Grow an appreciation of art and design from other cultures, religions and beliefs. Respect others' opinions and work when offering feedback and respect those that are offering or receiving support. Embrace diversity and tackle stereotypes <b>Individual Liberty</b> Given the chance to explore one's own uniqueness through idea development and personalised outcomes. Provide a safe environment where pupils can express themselves to personally develop	Students learn to appreciate and value images and artefacts across times and cultures, and to understand the contexts in which they were made. Real world examples are used regularly so pupils gain an understanding of the world of Graphic Design around them Professional equipment is used so pupils will gain an understanding of industry standard software and processes. The variety of different techniques and processes used throughout the course give pupils an insight into potential fields of work that they could explore. Working within a timeframe, with a deadline, to get all appropriate work completed on time Art and Design can be great preparation for any career that requires fine motor skills, presentation skills, an eye for aesthetics and creative thinking Book illustrator Book Cover designer Magazine Layout Designer Typographer
6	Cover Design	Digital manipulation and idea development - Peter Max, Mike Godwin, Stefan Sagmeister, Neville Brody, Dan Mountford, Marvel Avengers, Ghost in a Shell/3D films, Tanner Grammar, Michal Macku.							

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