

Curriculum Plan – Year 8 Graphics

Week	Year 8 Unit	Learning focus	Relevant Progression points covered
1	Pattern and symmetry	Understand the meaning of symmetry, Explore examples of pattern, design and colour.	<ul style="list-style-type: none"> Research and present appropriate examples of the key design elements and principles of design.
2	Pattern and symmetry	Apply our understanding of symmetry to our own designs. Explore a range of design options before commencing final copy.	<ul style="list-style-type: none"> Research and present appropriate examples of the key design elements and principles of design.
3	Two Point Perspective	Understand the guiding principles of 2 pt perspective.	<ul style="list-style-type: none"> Recognise a range of manual drawing methods such as observational drawing and rendering, perspective drawing and technical drawing practices including plan views.
4	Two Point Perspective	Apply the principles of 2 pt perspective to your individual design.	<ul style="list-style-type: none"> Recognise a range of manual drawing methods such as observational drawing and rendering, perspective drawing and technical drawing practices including plan views.
5	Two Point Perspective	Apply the principles of 2 pt perspective to your individual design.	<ul style="list-style-type: none"> Recognise a range of manual drawing methods such as observational drawing and rendering, perspective drawing and technical drawing practices including plan views.
6	Dream House design- Layouts, symbols and line thicknesses	Explore and critique various plan layouts. Understand the symbols and line thicknesses used on house plans.	<ul style="list-style-type: none"> Look at existing visual communications and explore how design trends have changed and altered over historical, social and cultural contexts. Examine how design elements and principles have been used in visual communications from different cultural, social and historical contexts.
7	Dream House design	Explore and develop layout for individual dream house design. Apply knowledge of architectural symbols and line use.	<ul style="list-style-type: none"> Understand the meaning of the words 'purpose', 'audience' and 'context' in relation to the production of visual communications. Pinpoint instances of these in existing examples of visual communications and use them as a starting point to generate individual ideas.

			<ul style="list-style-type: none"> • Examine how design elements and principles have been used in visual communications from different cultural, social and historical contexts.
8	Dream House design	<p>Explore and develop layout for individual dream house design. Apply knowledge of architectural symbols and line use.</p>	<ul style="list-style-type: none"> • Understand the meaning of the words 'purpose', 'audience' and 'context' in relation to the production of visual communications. Pinpoint instances of these in existing examples of visual communications and use them as a starting point to generate individual ideas. • Examine how design elements and principles have been used in visual communications from different cultural, social and historical contexts.
9	Grid Enlargement	<p>Understand the technique of enlarging an image using a grid.</p> <p>Apply the principles of grid enlargement to your chosen image.</p>	<ul style="list-style-type: none"> • Recognise a range of manual drawing methods such as observational drawing and rendering, perspective drawing and technical drawing practices including plan views.