



### Subject: Design Technology Happy Meal – Graphic Design

Overarching Topic:			
<p>Why is this topic being studied at this time?</p> <p>How does it fit into the wider subject curriculum?</p>	<p><b>Ultimate Questions:</b> Students will be introduced to graphic design and client focussed design, they will understand the importance of cultural awareness and sustainability when designing product packaging. They will develop their understanding of digital design and Computer Aided Design.</p> <p>Year 9 students will be able to respond to design contexts which are outside their area of knowledge, they have developed the skills and expertise to select both primary and secondary research sources to establish the design requirements for a user centred product. They will be able to implement the design process and realise a range of iterative prototypes to satisfy their defined user's needs.</p> <p><b>Joining up:</b> This project allows students to work with a client focus and concentrate on design. The project introduces them to working with Photoshop and it also helps them to convert 2 dimensional designs into 3D products through the use of nets and developments.</p>		
	Critical	Core	Pinnacle
<p><b>The Big Questions</b> (What questions will students be able to answer upon mastery of the topic?)</p>	<ul style="list-style-type: none"> <li>Pupil has an image of a deconstructed piece of packaging</li> <li>Pupil has highlighted essential images such as company logo, price, product name etc.</li> <li>Pupils has highlight key constructional elements such as dust flaps, glue tabs.</li> <li>Pupil has created an accurate well constructed cube box, includes flaps.</li> <li>Pupil has created another packaging box which contains more rigor according to their level.</li> <li>General notes on what they have done have been made</li> </ul>	<ul style="list-style-type: none"> <li>Pupil has an image of a deconstructed piece of packaging</li> <li>Pupil has highlighted essential images and symbols such as barcode, safety symbols, company logo etc.</li> <li>Pupils has highlight key constructional elements such as dust flaps, glue tabs, euro slots etc.</li> <li>Pupil has created an accurate well constructed cube box, includes flaps, and has an opening at the top can be closed.</li> <li>Pupil has created another packaging box which contains more rigor according to their level. It is also accurate.</li> <li>General notes on what they have done have been made.</li> </ul>	<ul style="list-style-type: none"> <li>Pupil has an image of a deconstructed piece of packaging which has some complexity to it.</li> <li>Pupil has highlighted essential images and symbols such as barcode, safety symbols, company logo etc.</li> <li>Pupils has highlight key constructional elements such as dust flaps, glue tabs, measurements, euro slots etc.</li> <li>Pupil has created an accurate well constructed cube box which has few gaps, includes flaps, and has an opening at the top can be closed.</li> <li>Pupil has created another packaging box which contains more rigor according to their level. It is also accurate, include flaps and tabs and contains few gaps.</li> <li>Notes have been made on 'rules' for creating a net.</li> </ul>
<p><b>The Key Skills/ Techniques</b></p>	<p><b>The sophistication and application of skills will become more advanced as students' progress through the critical, core and pinnacle knowledge.</b></p>		
	<p><b>Skill/Technique</b></p>	<p><b>How will this skill be developed?</b></p>	

	Product Analysis	Students will analyse existing food packaging, logos and corporate identity.
	2D Design CAD	Drawing nets for complicated shaped using CAD
	Adobe Photoshop	Students will be introduced to Photoshop and will learn how to use a number of the programme freatures, they will also learn how to design using the programme
	Converting 2D designing into 3D products	Student will work on flat 2 dimensional designs which need to be folded, scored and slotted etc to form 3 dimensional products using compliant materials.
	Modelling techniques	Students will develop their skills with model making techniques.
	Graphical communication techniques.	Using fonts, logos, pattern, colour and text to communicate.
	Understanding cultural diversity	Students will study different cultures and l