

# DESIGN & TECHNOLOGY GCSE GRAPHIC COMMUNICATION

Contact: Mr N Garrett

Board: Pearson EDEXCEL Syllabus: Graphic Communication

## BACKGROUND INFORMATION

This is a new course being offered at Oakwood in response to the changing nature of the Creative Industries and the demand for creative, practical people. Studying Graphic Communication at GCSE is an excellent starting point for further education and careers in Web Design, Creative Media, Advertising, Game Design and many other creative industries. The visual communication and computer skills taught on the course can be applied to any career where pupils need to make their point quickly and effectively

## THE COURSE

The Graphic Communication GCSE is based upon the Art and Design course structure, but students will use graphical skills and techniques as their primary way of working, manipulating images and producing functional prototypes. Students do not need to have extensive experience in graphical design but a creative flair and an eye for detail will be a benefit. Students will be expected to draw, manipulate and create graphical images as well as three dimensional outcomes. In keeping with advances in the industry and technology, the majority of students work will be in a digital form, therefore, strong computer skills will make it easier to progress quickly.

The work of other designers, artists and photographers will be researched as an integral part of the course and students are expected to take a personal interest in the subject as a whole to further their understanding and skills in the subject.

Students will have access to computers with Photoshop and colour printers as well as other facilities that we have available in the Design Technology department and, whilst an advantage, these will not be needed at home.

An examination in Year 10 and a mock examination in Year 11 will be set so that students become adept at planning their work and their time. These will become part of their Personal Portfolio. Exams in Graphic Communication are structured as a period of preparation of approximately three months and a sustained period of study lasting two days to create, edit, print and assemble the final outcomes.

## COURSEWORK/ASSESSMENT

In order to complete the course, students will be required to submit:

### Course Component:

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| 1. Personal Portfolio  | 60% of the marks |
| 2. Supporting studies and the resulting work from a ten hour sustained study | 40% of the marks |

The work will be assessed at an exhibition of students' work at the school, which will be submitted for marking, including work journals, which are a requirement of the course. **It is important to note that ALL work done over the 2 years including homework is assessed as part of the final GCSE.**

Homework is a **minimum of 90 minutes each week** and students are also expected to spend time in the Design Technology Department during break times and after school on a regular basis.

## SUPPORTING YOUR WORK

A work journal will form the student's visual diaries of ideas and starting points for making images and students will need a range of inexpensive materials to work on this at home. All students will be expected to make independent trips to locations to gather research and inspiration. Topics and focuses might include the sea shore, industrial scenes, people, travel, performance, still life, nature. There is no feasible way of bringing all of these subjects into the classroom and hence pupils must accept a lot of their homework will be independently seeking out these opportunities.



The required commitment in terms of time is significantly more than other subjects, the nature of the work is different from other subjects in that it has a high practical content. There is no written examination.