

Personalised Learning Checklist - AQA GCSE Graphics

			Red	Amber	Green
Materials and Components	Materials and Components	Paper Sizes & their relationships Eg. A0-A6			
		Units by which the thickness of paper & Board measured			
		Properties & uses of Paper, Board: Eg. cartridge, layout			
		Composites			
		Properties and uses of thermoplastics; i.e. HIPs. PVC.			
		Properties of sheet & block modelling materials and their uses			
		Use of spiral wound tubes			
		Judgements about cost, flexibility, finish Etc...			
		Apply a quality finish to modelling materials including fillers			
		Functions, uses and applications of 'smart'/modern materials;			
		Full range of graphic equipment to develop hand-generated images			
		Appropriate adhesives for different materials; i.e. PVA, epoxy resins.			
		Hand & powered cutting & forming tools safely; i.e. Craft Knife			
		'Bought-in' components where appropriate. i.e. fasten, seal.			
How graphic materials can be linked with other components					
Design and Market Influences	Designers	Recognise that designers are influencing new graphic products			
		Recognise the style of the work of the main designers			
		Harry Beck			
		Alberto Alessi			
		Jock Kinneir and Margaret Calvert			
		Wally Olins			
	Techniques and Processes	Robert Sabuda			
		Communicate a concept to a client, manufacturer or purchaser			
		Functions of mock-ups, models & Prototypes & importance in the DP			
	Sketching	Target marketing' & 'gap in the Market' are used to promote a product			
		Produce quality, annotated 2D and 3D freehand drawings			
		Use crating/wire frame techniques to produce drawings			
	Enhancement	Use grids and under-lays			
		Pencils, pen, colour to add visual impact & accentuate shape & form			
		Use textural representation to convey different materials and surfaces			
		Demonstrate an understanding of contrast, complementary, hue & tone			
	Presentation	Apply the language of colour			
		Aware of colour fusion & separation and its commercial application			
		Demonstrate a knowledge of computer graphic manipulation			
		Generate and select suitable lettering			
	Pictorial drawings	Have a knowledge of encapsulation			
		Use presentation drawings conceptualise the final design			
		Use ICT to promote the final design to the client.			
	Working drawings	Produce one point and two point perspective sketches			
		Produce isometric sketches			
		Third angle orthographic projection to British Standard Conventions			
	Surface development (net)	Demonstrate use of self assembly, sectional & exploded drawings			
Use and understand scale drawings					
Interpret room, site plans and maps					
Information drawings	3D containers are manufactured from sheet material & draw a net				
	Knowledge of CAD/CAM to produce & manipulate surface development				
	Represent data in graphical form; i.e. 2D & 3D bar and pie charts Etc...				
	Understand the language of labels and signage				
	Understand the function and uses of corporate identity				
	Produce ideograms, pictograms and symbols				
Products & applications	Produce flowcharts with feedback loops				
	Produce sequential illustrations				
	Produce schematic maps				
Paper and card Engineering	Evaluation techniques	Quality of design and quality of manufacture			
		Product life-cycle including design introduction, evolution etc			
		Needs and wants of customers			
	Social, Cultural, Moral, Environmental, Economic & Sustainability Issues	Use criteria to judge the quality of a graphic product i.e. meeting a need			
		Evaluation contribution to designing an on-going product			
		Identify the role end-users and others play in evaluation			
Evaluation techniques	Identify ways in which a product can be tested or evaluated				
	Test the outcomes against the original specification				
	Summative evaluation of final outcome against original specification				
Evaluation techniques	Graphics Images/products:Not offend minority groups				
	Consider moral and cultural implications of graphic products				
	Ergonomics & use of anthropometric data when designing product				

			Red	Amber	Green
Paper and card Engineering	Social, Cultural, Moral, Environmental, Economic & Sustainability Issues	Symbols & signs: Essential information on packaging			
	Economic	Understand the materials & social costs of packaging			
		Have an awareness of planned obsolescence			
	Sustainability	The 6 Rs rules – repair, reduce, recycle, re-use, re-think, refuse			
		Consider environmental issues related to graphic products			
		Consequences: increased & reduced use of product packaging;			
		Advantages & disadvantages of re-cycling & re-using materials			
	Information & Communication Technology	Identify the component parts of a CAD/CAM system			
		CAD/CAM & ICT input and output devices and their function			
		Select & use appropriate CAD software			
		Select & use appropriate ICT & graphic software			
		Know the benefits and costs of CAD/CAM & ICT			
		Produce virtual reality models using CAD software			
		Electronic transfer of data permits designing & manufacturing activities			
		Use photographic evidence			
	Health & safety issues	Photographic evidence: Digital or video record any stages during D&M			
		Info regarding the safe Handling of tools, materials, components			
		Hazards, Risk assessment, Control the risks to themselves & others			
		Information relating to legislation intended to protect the public			
		Symbols & signs relating to QA endorsed by recognised authorities			
Processes and Manufacture	Systems and control procedures	Use information to assess the immediate & cumulative risks			
		Manage their environment to ensure the H&S of themselves and others			
		Input, process, output & feedback in the production of Graphic product			
		Logical order of work & how it changes as SOP increases			
	Industrial Practices	Produce a flow chart of a manufacturing system and show feedback			
		QC marks & symbols used in printing industry i.e. registration marks			
		Simple mechanisms & relevant components & features i.e. levers			
		How the method of production changes from single to multiple			
		Sequence of making tasks that show how & when decisions are made			
		Producing scale models & prototypes: Product Development			
		Understand the different demands of different scales of production			
		Have an awareness of 'just in time production' (JIT)			
		How common graphical products are designed & manufactured			
		How and why quality checks are made in production			
Commercial printing & packaging methods; i.e. lithography					
Match production method to best printing methods					
Four processing colours and understand special colours					
Print finishes used in printing, varnishing, laminating,					
Multiple surface developments are produced by the use of die cutting					
Identify devices used to form shapes, position features & repetition					
The function & need for packaging: Eg. Protection					
Reduction of waste & show economical use of materials					
Design ideas are protected in law through copyright					