



# 6th form BTEC Art and Design: Graphic Design

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# About BTEC Art and Design: Graphic Design

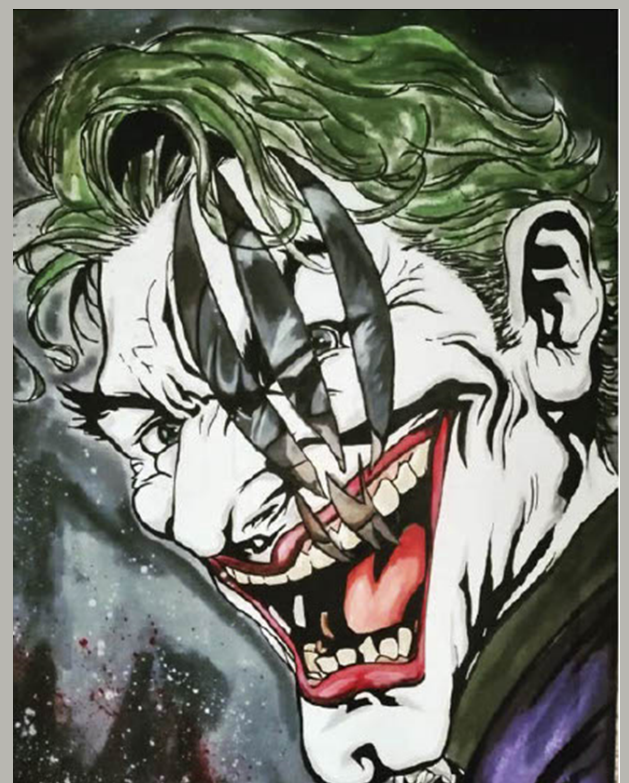
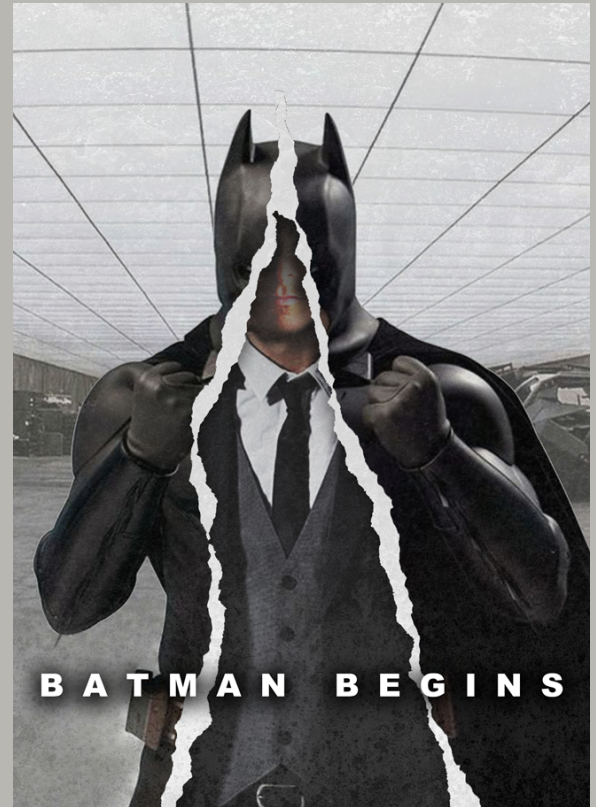
## Course Outline

This qualification is designed to give learners a technical understanding of graphic design. Learners gain knowledge and skills in areas such as typography, illustration and web design to produce vocational projects in graphic design. Learners choose an optional unit in another art and design discipline that complements the subject and gives breadth to their practice. This qualification is for post-16 learners intending to gain employment in graphic design, or further study in higher education.

Work is generated through practical projects, briefs, workshops and engagement with industry, preparing them through the development of portfolios and materials for progression. The course comprises of 8 units taken over 2 years, there are 3 examination units and 5 controlled assessment units. This course is a double award which is equivalent to two A-levels.

## Career opportunities

The Diploma in Art & Design Practice specification has been developed alongside experts from the creative industries to focus on practical and progression-focused learning. This course provides learners with opportunities to enter a broader range of higher education, apprenticeships, or employment roles. We take many opportunities to introduce our students to guest speakers and lecturer as well as careers workshops to expose students to every opportunity.







# About BTEC Art and Design: Graphic Design

## Course Structure

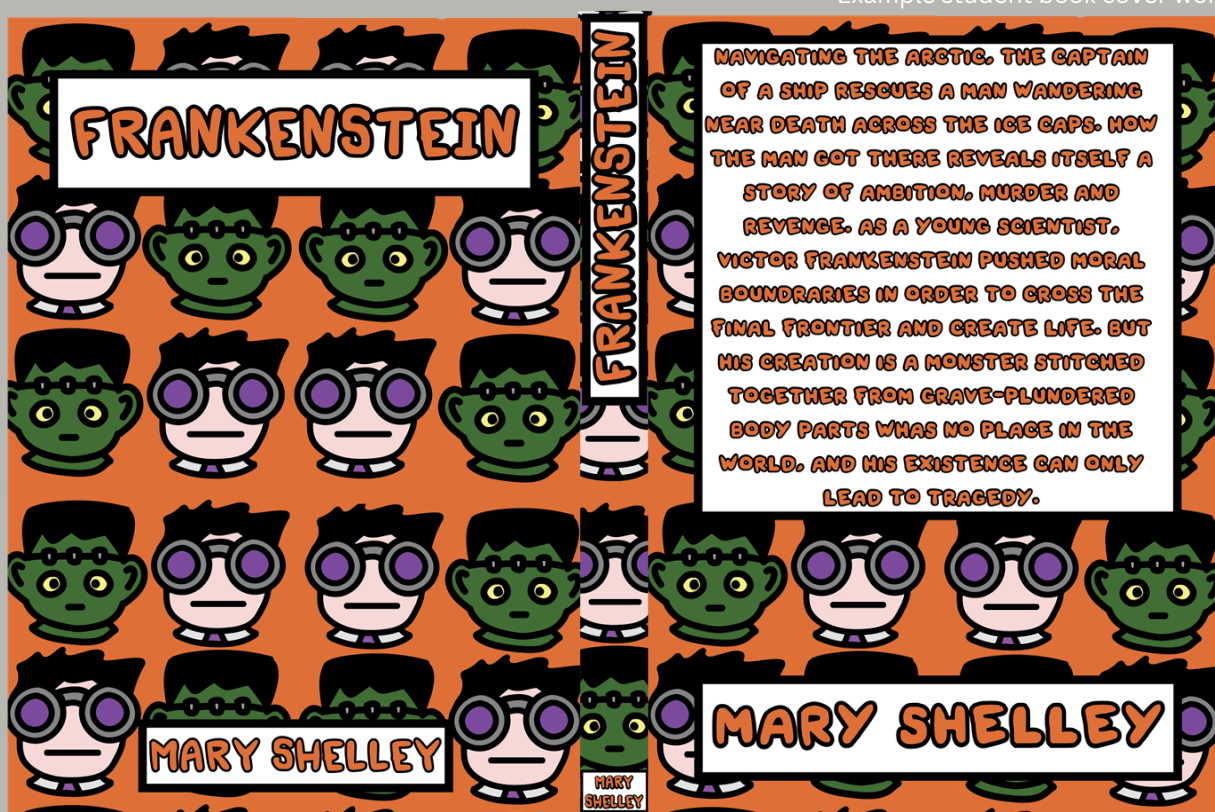
3 external exams over 2 years:

- Unit 1 Exam: Visual Recording and Communication. 3hrs exam with brief provided 4 weeks before exam
- Unit 2 Exam: Critical and Contextual Studies. 3 hrs monitored preparation before and 3.5hrs exam time. Brief provided 4 weeks before.
- Unit 7 Exam: Developing and Realising Creative Intentions. 20hrs preparation time before and 25hr exam. Brief provided 8 weeks before

5 Internal units over 2 years:

- unit 3 - Evolution
- Unit 4 -Landscapes
- unit 5 - Portfolio
- unit 10- Book covers
- unit 13 - Zoomorphic

Example student book cover work





# About BTEC Art and Design: Graphic Design

## Year 12 Exploring and Developing Art & Design:

- Skills & Development – Exploration of the fundamentals of art & design practice and development practical skills
- Creative Project – Response to a brief – from ideas generation to development of outcomes.

## Year 13: Advancing Creative Practice

- Personal Progression – Develop an understanding of industry, employment roles and higher education routes and prepare progression materials relevant to personal aims.
- Creative Industry Response – Advance practical, critical and reflective skills to plan, prepare and develop a proposal for response to an industry relevant brief and carry it out from concept to resolution. To allow for a rich and immersive learning experience, learners can work freely across a range of technical skills areas, which reflect current industry practice.

Example student work in response to briefs





# Student Works



## SUBSTANCE MISUSE DEATHS

Alcohol dependence is the most common cause of substance misuse deaths.

Drug and alcohol misuse is a complex issue. While the number of people with a serious problem is relatively small, someone's substance misuse and dependency affects everybody around them.

This diagram below shows the serious threat of substance abuse and how 70% of these overall deaths are from rough sleepers.

### DRUG MISUSE DEATHS IN TOTAL

Region	Rate
NE	77.4
SE	52.5
SW	61.9
WM	29.1
EW	43.8
EE	38.2
SC	32.2
NI	51.6
NS	39.7

**1** Is equivalent to 1,000,000

Statistics from gov.uk

## SUBSTANCE MISUSE

### What is Substance Misuse?

The nature of an addiction is that the person affected will continue to engage in harmful activities, despite the consequences.

Even if these consequences are losing a home or a marriage, the person with the addiction can often not control their compulsive behaviour, and will end up with nothing and living on the streets.

They did not make the choice to live on the streets, however choosing addiction as a solution has led to them having nowhere else to go.

The individuals living on the streets are there because of their addiction to certain substances such as drugs or alcohol, however not all homeless people are like this. There are many addicts who are not homeless and many homeless that are not addicts. However, there is a point that addiction can lead to some people losing everything and ending up living on the streets.

The issue with addiction is that it can take hold so quickly, resulting in the abandonment of responsibilities and personal lives. These individuals often cannot think of anything else except their next 'fix'. They will therefore neglect relationships and responsibilities and will often spend their very last penny on what they crave the most.

Addiction is an illness and there are many treatments available for those who want to get better. At Rehab Help, they work with a large network of treatment providers all over the UK. UK rehab is an acronym, they are a team of expert advisors who take your call and assess your situation before putting you in touch with the most suitable rehabilitation centre based on your circumstances.

**Addiction is something that can be treated!**

## The Evolution of Gaming

From 1977 - 2021

Year	Console
1977	Atari 2600
1984	Nintendo Entertainment System
1994	Sony PlayStation
1996	Nintendo 64
2000	Microsoft Xbox
2006	Sony PlayStation 3
2013	Microsoft Xbox One
2020	Sony PlayStation 5

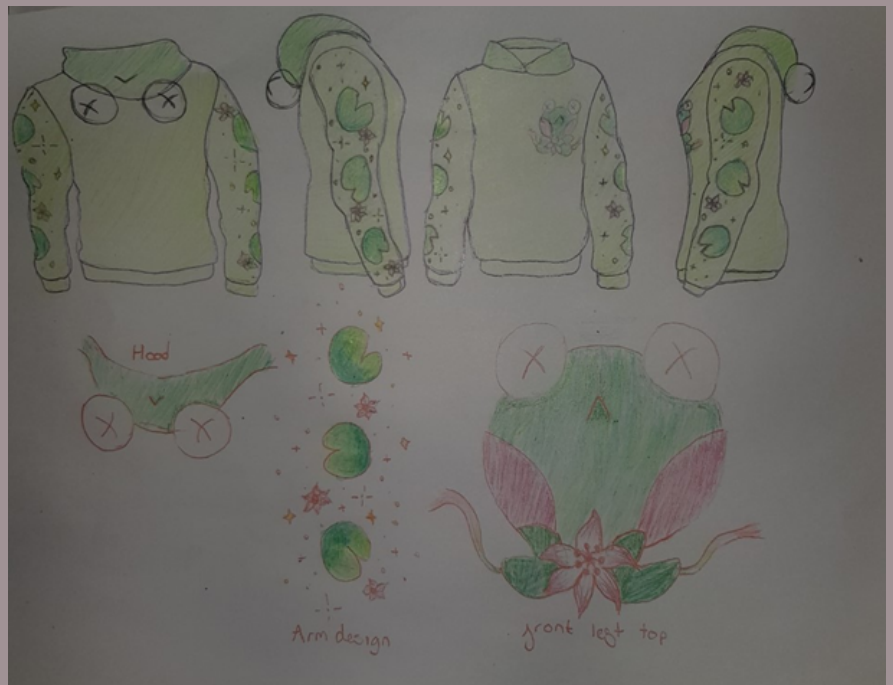
The evolution of gaming consoles over time. The evolution of gaming consoles has been a long and varied journey. From the simple, blocky Atari 2600 to the sophisticated, powerful PlayStation 5, each generation has brought its own unique challenges and opportunities. The evolution of gaming consoles has been a long and varied journey. From the simple, blocky Atari 2600 to the sophisticated, powerful PlayStation 5, each generation has brought its own unique challenges and opportunities.

### Technology Evolves, Gaming Evolves!

Fact About Gaming:

Scientific Studies show that playing video games on a regular schedule may increase grey matter in the brain and boost brain connectivity - Grey matter is linked to muscle control, spatial navigation, memories and perception

The Evolution of Gaming



# Student Works

