

# Graphic Design—Key Components Unit 1

## Unit 01 Introduction to graphic design (T/615/3956)

|                     |   |
|---------------------|---|
| <b>Unit summary</b> | Learners will develop an understanding of the components of graphic design. They will do this by working with physical and/or digital materials and techniques. The learner will be introduced to graphic design components through personal experimental work. |
|---------------------|---|

| Section A: key vocabulary |   |
|---------------------------|---|
| Vocab                     | Definition  |
| Colour                    | Is used to show a mood, theme or feeling  |
| Typography                | Is the art of arranging letters and text in a way that makes the copy legible, clear, and visually appealing to the reader. |
| Composition               | Also referred to as layout, artwork, design and means the placement or arrangement of visual elements on a blank page.      |
| Line                      | Used in graphic design to separate or enhance information   |
| Tone                      | Refers to lightness and darkness in, it can help make something stand out. There are many techniques to create tone         |
| Imagery                   | A visual representation of something, imagery can be created in many different ways   |

You will complete unit 1 during Autumn 1 and 2. You will get feedback and time to improve work where necessary. Strict deadlines will be in place.

You will complete the 3 learning outcomes by answering a range of design briefs.

You will work on Photoshop, Illustrator and use PowerPoint to communicate there work.

### Useful video links

<https://www.youtube.com/watch?v=YqQx75OPRa0> FUNDAMENTALS  
<https://www.youtube.com/watch?v=2LLXnUdUlc> COLOUR  
<https://www.youtube.com/watch?v=sByzHoiYFX0> TYPOGRAPHY  
<https://www.youtube.com/watch?v=a5KYIHnkQB8> COMPOSITION  
<https://www.bbc.co.uk/bitesize/guides/z8rh2nb/video> TONE  
<https://www.youtube.com/watch?v=MELKuexR3sQ> IMAGERY  
<https://www.youtube.com/watch?v=eec2kteGkcm> IMAGERY

## LO1: Information sheets on the 6 key components

| Grading descriptors  | Example   |
|--|---|
| <b>Pass:</b> Describes the graphic design components   | Learners must describe each of the following: colour, tone, line, composition, typography and use of imagery with annotated visual examples.  |
| <b>Merit:</b> Describes the graphic design components and makes some links between them      | Learners must describe each of the following: colour, tone, line, composition, typography and use of imagery with annotated visual examples.<br><br>Learners will make <u>some</u> links between the components, eg colour and tone.  |
| <b>Distinction:</b> Describes the graphic design components and explains how they are linked | Learners must describe each of the following: colour, tone, line, composition, typography and use of imagery with annotated visual examples.<br><br>Learners will explain <u>how</u> the components can be linked giving several examples, eg understanding how design decisions affect each other in a final piece through the choice of typography, line, layout, colour etc. |

## LO2: Experimenting with all 6 key components

| Grading descriptors  | Example   |
|--|---|
| <b>Pass:</b> Carries out <u>purposeful</u> experiments with some links to development of ideas   | Learners will have evidence of experiments with all of the following components: colour, tone, line, composition, typography, use of imagery with some evidence of communicating ideas.                               |
| <b>Merit:</b> Carries out <u>focused</u> experiments with <u>evidence</u> of how this has been used in the development of ideas              | Learners will have evidence of focused experiments with all of the following components: colour, tone, line, composition, typography, use of imagery with consistent evidence of communicating ideas.                 |
| <b>Distinction:</b> Carries out <u>thorough experiments</u> with <u>clear evidence</u> of how this has been used in the development of ideas | Learners will have evidence of focused experiments with all of the following components: colour, tone, line, composition, typography, use of imagery with consistent evidence of <u>clear</u> communication of ideas. |

## LO3: Reviewing your experiments

| Grading descriptors   | Example  |
|---|--|
| <b>Pass:</b> Describes the visual impacts of graphic design components in experimental work.  | Learners will describe the visual impacts of colour, line, tone, composition, typography, use of imagery in their experimental work.   |
| <b>Merit:</b> Describes the visual impacts of graphic design components in experimental work, explaining choices made during experimentation with one component                         | Learners will describe the visual impacts of colour, line, tone, composition, typography, use of imagery in their experimental work.<br><br>The learner will explain the choices, made during their experimentation with one graphic design component.                   |
| <b>Distinction:</b> Describes the visual impacts of graphic design components in experimental work, explaining choices made during experimentation with <u>more than one</u> component. | Learners will describe the visual impacts of colour, line, tone, composition, typography, use of imagery in their experimental work.<br><br>The learner will explain the choices, made during their experimentation with more than one of the graphic design components. |

## MARKING CRITERIA FOR UNIT 1

This is the website to the course specification, it also has exam papers and exemplar work.

<https://www.qualhub.co.uk/qualification-search/qualification-detail/nce-level-2-technical-award-in-graphic-design-4569>