



AMBARVALE HIGH SCHOOL
 Creative and Performing Arts Programs
Stage 6 Visual Design
 Scope and Sequence **2024**

Year 11

	1	2	3	4	5	6	7	8	9	10	11
1	<p>REBRANDED Focus: <i>The Design Brief, Principles/Elements of Design, 2D Marketing Series, Case Study: Ken Cato</i> Outcomes: DM1, DM2, CH1, CH3</p>										
2	<p>PSYCHEDELIA Focus: <i>Psychedelic Art and Music Subculture of the 1960s, 2D Media-Designed Work. Designers: Peter Max and Heinz Eidelman.</i> Outcomes: DM3, DM6, CH2, CH3</p>										
3	<p>DAILY BLENDS Focus: <i>3D Designed Objects, History of Utilitarian Everyday Objects</i> Outcomes: DM4, DM5, CH4</p>										

Assessment Outline

	Assessment Tasks	Date	Weighting	Outcomes
Term 1	Business Card Portfolio & Research	Week 8	35%	DM1, DM2, CH1, CH3
Term 2	Psychedelic Brochure & Poster	Week 10	35%	DM3, DM6, CH2
Term 3	Digitally Designed Object and VDD	Week 7	30%	DM4, DM5, CH4