

**Term three - Graphics - return the homeworks weekly to your teacher on the chosen day.**

*Pupils should be spending at least 1 hour, the equivalent of a class period, on each piece of homework issued.*

*Homework should also be of the same standard as class work.*

<p>Research graphic design and give a brief explanation of what it is. Find 5 examples of graphic design you like, for example, it could be a poster, a game cover, food packaging, or a cd cover. Save the images on to a word document, then print it out, or bring it in on a pen drive.</p>	<p>Find 5 examples of food packaging graphic designs. Choose your favourite of the five and then explain why you like it.</p>	<p>Using the 'cats texting...' worksheet, describe the piece of graphic design you have been given by your teacher</p>
<p>Look up the poster designer A.M Cassandre. Find out about <b>Lithography</b> printing and produce an A4 sheet about how it is produced.</p>	<p>Using the 'cats texting...' worksheet, describe the piece of graphic design you have been given by your teacher</p>	<p>Look at the work of poster designer Abram Games. Find out about screenprinting and produce an A4 worksheet about how it is produced.</p>
<p>pupil comment</p>	<p>parent comment and signature</p>	<p>teacher comment and signature</p>