

How to Study

Higher Graphic Communication



There are three main areas to the Graphic Communication course:

1. 3D Modelling
2. Technical Graphics
3. Desktop Publishing

When learning these topics in school, you will complete most tasks practically.

However, when it comes to the exam, you have to give written responses to the questions. You will have to apply your knowledge, understanding and problem solving skills to the context of the question. Use the hints below to help you with this ...

COMMAND WORDS



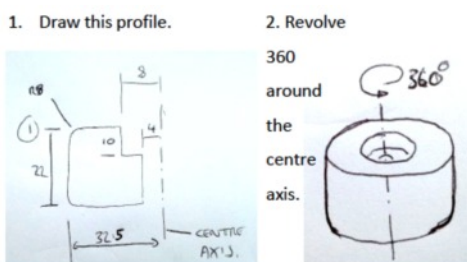
Study the question carefully, the command word will tell you what to include in your answer. These are the most common command words used in Higher Graphic Communication:

- DESCRIBE:** You must provide a statement which gives the characteristics or features required. This should be a structured statement and not just an outline or list. The number of marks available indicates the number of factual or appropriate points required.
- EXPLAIN:** You must ensure that your response relates cause and effect, this may involve explaining the relationship between factors ... essentially what is this means is, you must explain **why** something has been done.
- COMPARE:** You need to demonstrate your understanding of the similarities and/or differences between things, methods and choices.

You always need to make your responses relate to the context of the question, don't just give the definition of something!

ANSWERING 3D MODELLING QUESTIONS

1. If dimensions are given in the question, you must refer to them in your answer.
2. Sketch and annotate your answers, this allows you to show the 2D sketch with sizes and saves writing a long description.
3. Use the correct CAD terms - some terms we use on Inventor are not universally accepted eg. Use **helix** instead of 'coil'. This also applies to assembly constraints.



ANSWERING DTP QUESTIONS & GENERAL TIPS

1. Full responses are required, you will not receive marks for lists or bullet points.
2. Always relate your response to the topic of the question, don't just give a text book definition eg. Don't explain what a DTP element means, explain how the designer has used it and the impact of using it.
3. If you need additional space, use the space at the back, remember to clearly identify what question it is.
4. Do not write or annotate the supplementary sheets, as they are not marked.

KEY DATES

Supported Study will run each week on Tuesday's after school in the run up to the prelim.

Your SQA Exam is on **Thursday 11th May 2023**.

PAST PAPER QUESTIONS

- Your best way to prepare for the exam is practising as many past paper questions as possible.
- This will allow you to see the wording and structure of the questions. These generally don't change each year.
- The marking instructions give the key points **but** do not show a structured answer!

RESOURCES

The main source for revision resources is our class MS Teams page. There are booklets that cover the full course as well as notes and powerpoints for specific topics.

The following website is also useful:
www.designclass.co.uk

