TECHNICAL DEPARTMENT \$3 PROFILE



NAME:

CLASS:

SUBJECT: GRAPHIC COMMUNICATION

BGE BENCHMARKING

FOR EACH OF THE 'I CAN' STATEMENTS BELOW, INDICATE ON THE COLOURED SCALE HOW CONFIDENT YOU ARE. ON EACH OF THE SCALES, USE THE SPACE BAR TO MOVE THE CURSOR TO THE DESIRED POSITION, THEN TYPE AN X.

THEN THE AIV A	
	X
NOT CONFIDENT AT ALL	Very confident
LEVEL 3 BENCHMARKS	
I CAN PRODUCE SKETCHES WHICH SHOW AN UNDERSTANDING OF PROPORTION	
I CAN PRODUCE 2D AND 3D SKETCHES USING A RANGE OF TECHNIQUES.	
I CAN PRODUCE RENDERED DRAWINGS WHICH MAY INCLUDE COLOUR, SURFACE	TEXTURE, TONAL CHANGE.
I CAN JUSTIFY THE CHOICE OF COLOURS, LAYOUT IN A PROMOTIONAL GRAPHICS	5.
L CAN IDENTIFY DESIGN DONIGIDIES AND DED TERMS	
I CAN IDENTIFY DESIGN PRINCIPLES AND DTP TERMS.	
I CAN PRODUCE ORTHOGRAPHIC AND PICTORIAL DRAWINGS/SKETCHES OF EVER OR BUILDINGS BY EXTRACTING INFORMATION FROM GIVEN PICTORIAL DRAWING	
I CAN USE APPROPRIATE DRAWING STANDARDS, SYMBOLS AND CONVENTIONS V	WHERE THESE APPLY.
I CAN USE CAD COMMANDS, TECHNIQUES AND PRACTICES REQUIRED TO CREATE	E A MODEL.
I CAN PRODUCE 3D RENDERED CAD MODELS.	
I CAN PRODUCE A RANGE OF 2D AND 3D CAD DRAWINGS.	

BGE BENCHMARKING

LEVEL 4 BENCHMARKS

I CAN PRODUCE SKETCHES WHICH SHOW PROPORTION AND SCALE.
I CAN PRODUCE 2D AND 3D SKETCHES USING PERSPECTIVE TECHNIQUES, SURFACE TEXTURE, TONAL CHANGE AND COLOUR.
I CAN USE COLOURING MEDIA WHEN DRAWING/SKETCHING.
I CAN PLAN AND JUSTIFY THE CHOICE OF COLOURS, LAYOUT AND PRESENTATION TECHNIQUES IN GRAPHIC DISPLAYS.
I CAN IDENTIFY AND CAN APPLY THE DESIGN PRINCIPLES AND DTP TERMS.
I CAN PLAN, PRODUCE AND JUSTIFY THE CHOICE OF INFORMATIONAL GRAPHICS TO SUIT A GIVEN SCENARIO OR BRIEF.
I CAN PRODUCE ORTHOGRAPHIC AND PICTORIAL DRAWINGS BY EXTRACTING INFORMATION FROM GIVEN DRAWINGS, INCLUDING DETAIL SUCH AS HIDDEN DETAIL, CENTRE AXIS.
I CAN IDENTIFY AND USE APPROPRIATE DRAWING STANDARDS, SYMBOLS AND CONVENTIONS, INCLUDING THIRD ANGLE PROJECTION, DIMENSIONING, LINE TYPES AND USE OF SCALE.
I CAN CREATE ASSEMBLED AND EXPLODED PICTORIAL DRAWINGS FROM A 3D CAD ASSEMBLY MODEL.
I CAN IDENTIFY CAD COMMANDS, TECHNIQUES AND PRACTICE EMPLOYED IN THE PRODUCTION OF 3D GRAPHICS AND MODELS.
I CAN PRODUCE RENDERED 3D CAD MODELS TO SHOW THE LIGHT SOURCE, SURFACE TEXTURE, MATERIALS APPLIED TO THE MODEL AND A BACKGROUND



THINK ABOUT THE AREAS WHERE YOU MAY BE LESS CONFIDENT - WRITE DOWN SOME WAYS THAT YOU CAN IMPROVE AND BECOME MORE CONFIDENT. YOU MAY WANT TO REFER TO STRATEGIES YOU LEARNED ABOUT IN YOUR MOST RECENT 'STUDY SKILLS' DAY.

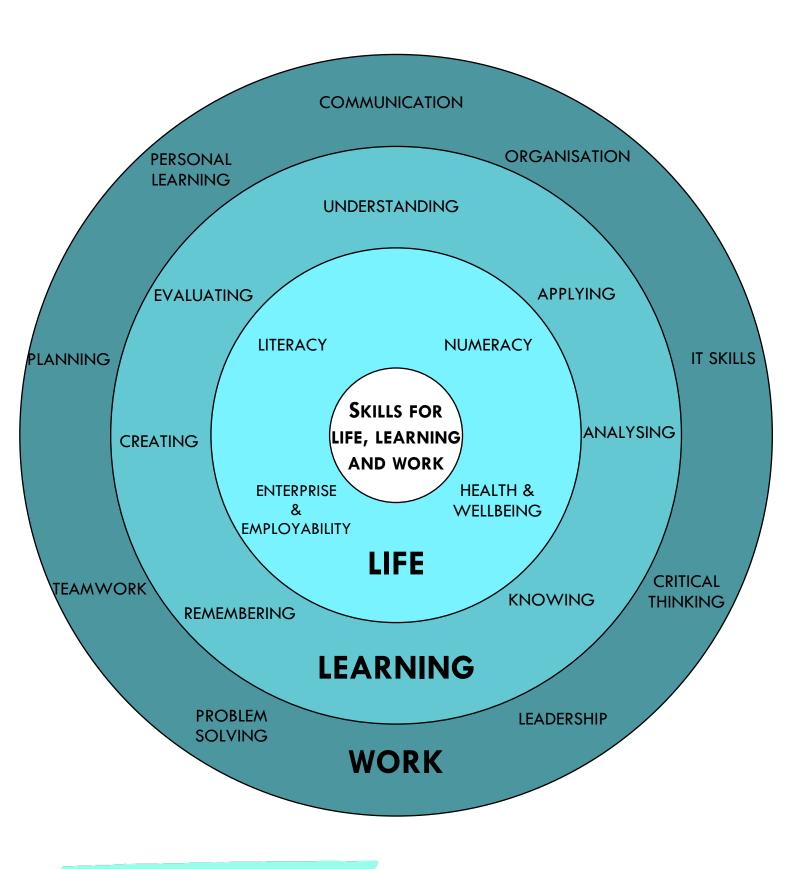
WHAT HAVE I LEARNED?

THINK BACK TO THE BEGINNING OF S3. WHAT **NEW LEARNING** HAVE YOU UNDERTAKEN SINCE THEN? **GIVE SOME EXAMPLES** IN THE SPACE BELOW. THERE ARE QUESTIONS AT THE BOTTOM OF THE PAGE WHICH MIGHT HELP YOU GET STARTED.

HAVE YOU LEARNED TO USE ANY SOFTWARE
THAT YOU DIDN'T USE IN S1 AND S2?

HAVE YOU LEARNED ANY NEW SUBJECT SPECIFIC TERMINOLOGY?

HAVE YOU LEARNED ANY NEW ABILITIES? E.G.
MANUAL DRAWING BOARD WORK, SKETCHING,
RENDERING ETC.



SKILLS FOR LIFE, LEARNING AND WORK.

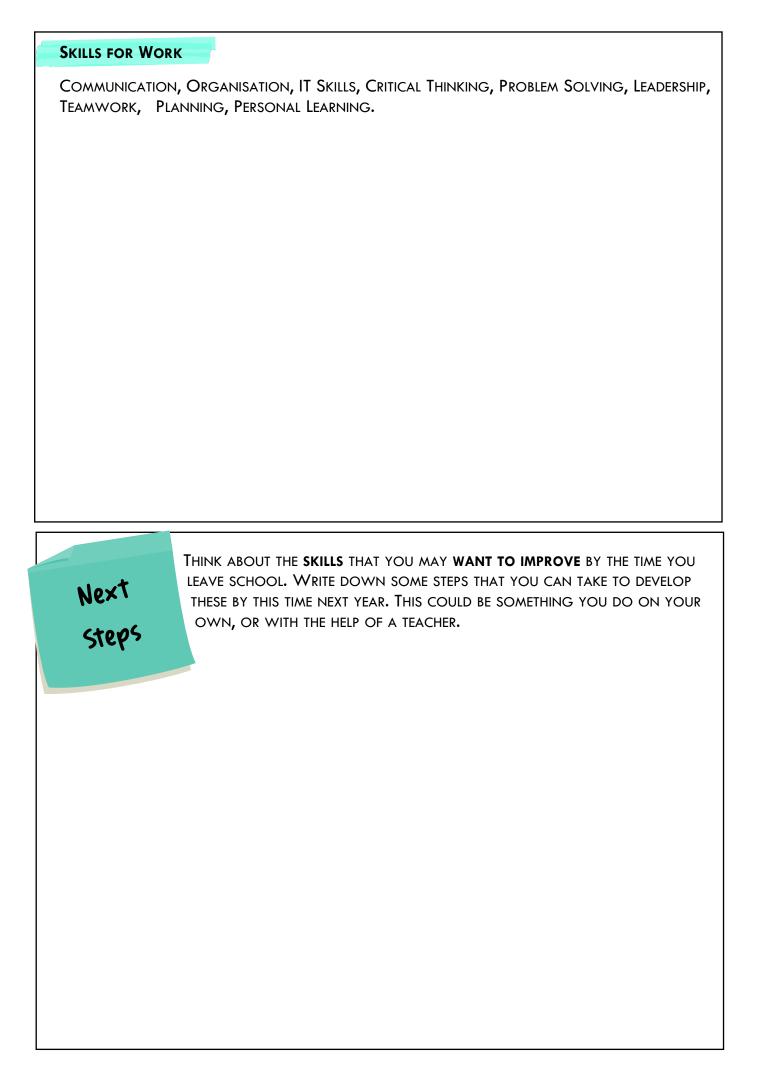
THE DIAGRAM ABOVE SHOWS THE SKILLS FOR LIFE, LEARNING AND WORK THAT YOU WILL DEVELOP DURING YOUR TIME AT SCHOOL. THESE ARE VERY IMPORTANT AND HELP TO PREPARE YOU FOR THE WIDER WORLD OF WORK.

DURING JOB INTERVIEWS YOU WILL BE ASKED TO TALK ABOUT WHAT SKILLS YOU HAVE WHICH MAKE YOU SUITABLE FOR THE ROLE, SO IT IS IMPORTANT TO HAVE EXAMPLES THAT YOU CAN TALK ABOUT.

SKILLS DEVELOPMENT EXAMPLES

THINK ABOUT THE WORK YOU HAVE DONE IN **GRAPHIC COMMUNICATION** THIS YEAR. GIVE **EXAMPLES** OF HOW YOU HAVE DEVELOPED ONE OR MORE OF THE SKILLS FOR EACH SECTION. (E.G. NUMERACY - MEASURING ACCURATELY, CHOOSING APPROPRIATE SCALES ETC.)

SKILLS FOR LIFE
LITERACY, NUMERACY, HEALTH AND WELLBEING, ENTERPRISE AND EMPLOYABILITY.
SKILLS FOR LEARNING
Knowing, Understanding, Applying, Analysing, Evaluating, Creating, Remembering.



EVALUATION

LYALUATION
ARE YOU RETURNING FOR GRAPHIC COMMUNICATION IN \$4?
IF YES, WRITE YOURSELF THREE TARGETS FOR NEXT YEAR.
TARGET 1
TARGET
Tubort 0
TARGET 2
Target 3
TARGET 3
IF NO, HOW WILL THE SKILLS YOU HAVE DEVELOPED IN GRAPHIC COMMUNICATION HELP YOU IN
YOUR OTHER SUBJECTS MOVING FORWARD?

EVALUATION

