

Developing Skills

* Technical Graphics

- * Sketching - 2D and 3D
- * 2D and 3D CAD using a variety of software
- * Manual Graphics using instruments
- * Rendering skills
- * ICT skills

* Graphic Design

- * Layout
- * Colour Theory
- * Desktop Publishing

* General Skills

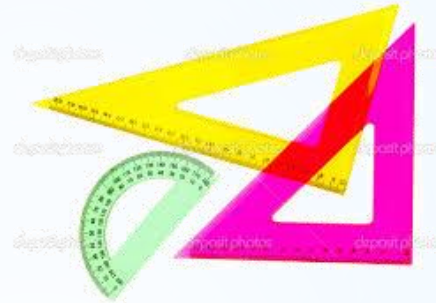
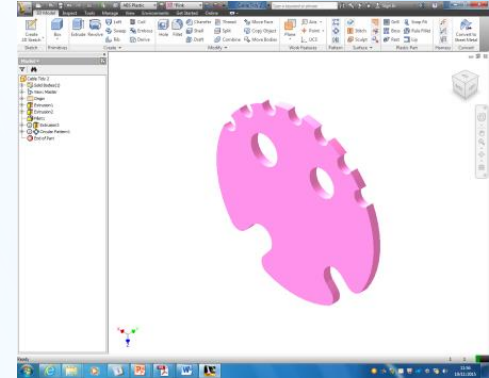
- * Literacy
- * Numeracy
- * Health & Wellbeing
- * Problem Solving

*** Skills Developed**

*** Course Content**

At School

- * Drawing equipment
- * Computers with a variety of software
- * CNC machines to enhance project work
- * GLOW
 - * e-portfolio on OneNote



At Home - through GLOW

- * Home access to video tutorials
- * Revision materials
- * Homework tasks
- * Homework Jotter/Sheets




* Resources

* S2 Timeline

S2 Graphic Communication 2018-19			
I	Week No.	<i>The S2 Graphic Communication course aims to give pupils an insight into the role of graphics in industry and society. Pupils will develop skills in both manual and computer aided graphics. They will use instruments to produce formal technical drawings; develop skills in sketching, rendering and the use of colour; use industry standard software for 3D modelling and desktop publishing. The course will provide a springboard to achievement at National 4/5, Higher and even Advanced Higher.</i>	
			Homework
JUNE	1		
	2	3D CAD Modelling – Shape Sorter - Inventor skill building tutorials	
	3	Technical Graphics – Section A – Grids / Redraw 2D objects - Logo Design Technical Graphics - Section A – 2D CAD – Techsoft – Logo Redraw	
Summer Holiday			
AUG	1	Course outline- Overall structure of course and elements explained. Induction to Technical Graphics Technical Graphics - Section B - Orthographic Drawings (use of trammels)	H/W – 3D Made Easy online tutorials
	2	Technical Graphics - Section B – Inventor Models and CAD Drawings	H/W – 3D Made Easy online tutorials
	3	Freehand Sketching – 3D – Oblique / 1 Point Perspective / Isometric / 2 Point Perspective	H/W – Rendering Shaped Blocks
	4	Graphics Assignment 1 – Printed Pals <ul style="list-style-type: none"> Analyzing Brief Style/Mood Board Idea Generation 2D / 3D Sketching 3D CAD model Production drawings of model Rendered model with materials/lights/shadows/reflections Exporting file and saving to collaboration space 3D Printing 	H/W – Ortho Views 1 Multi-choice
SEPT	5		H/W – Ortho Views 2 Multi-choice
	6	Interim Report	H/W – Ortho Views 3 Multi-choice
	7	Introduction to Colour Theory	H/W – Colour Theory 1
	8	DeskTop Publishing – using Serif BookPlus <ul style="list-style-type: none"> Design features <ul style="list-style-type: none"> Creative text Fills Text wrap Drop shadow 	H/W – Sketching ideas
OCT	9		
October Week			
OCT	10	Graphics Assignment 1 – Printed Pals DTP poster	
	11	Illustration & Presentation - Coloured Pencil Rendering Sketching Circles	
	12	Technical Graphics - Section C – Isometric	H/W – Ortho Views Sketch 1
NOV	13	Ikea Toy Car Project <ul style="list-style-type: none"> Model Components Create Assembly Presentation Page (CAD Drawings, Rendered Model) 	H/W – Ortho Views Sketch 2
	14		H/W – Bring in an example of a prism package.
	15	Technical Graphics - Section D – Prisms & Developments.	H/W – Investigation on an aspect of packaging.
	16	Ikea Toy Car Project Continued (Packaging Design) <ul style="list-style-type: none"> The Function of Packaging Industrial Practice – Sustainability – How it's Made Environmental Issues Research / Graphic Specification Thumbnail ideas for Toy Car Package Techsoft Package 	
DEC	17		
	18		H/W – DTP terms

* Timelines

* S2 Timeline

Christmas			
JAN	19	Logo Design	H/W – CAG K&U 1
	20	<ul style="list-style-type: none"> Logo Research / Analysis Logo Brief 2D Sketching 2D Design 	H/W – CAG K&U 2
	21 Interim Report	Lego Project - 3D Made Easy	
	22	Technical Graphics - Section – E - Orthographic Detail Drawings	
FEB	23	2pt Perspective Sketching	
		Illustration & Presentation - Pastels	
	24 25	Interior Design Project (Cromlix Hotel)	H/W – 3D Made Easy Tutorials
	26	Jewellery Box Assembly Task <ul style="list-style-type: none"> Using 3D constraints to create assembly of component parts 	
MAR	27	Sketching & Rendering Skill builders (Ikea Toys)	"
	28	IKEA Lighthouse Task <ul style="list-style-type: none"> Analytical Ortho Sketching - measurement Modelling Plan Parts Assembly Production Drawings Render – materials, lights, shadows and reflections Pencil rendered presentation 	H/W – Sketching skill builders
	29		
	30		

Easter			
APR	31	CAD Assignment – Shape Sorter (2) <ul style="list-style-type: none"> Create Components Create Assembly CAD Drawings <ul style="list-style-type: none"> Orthographic views of component parts (dimensioned) Orthographic views of assembly Pictorial view of assembly Exploded Isometric 	H W – Website evaluation questionnaire. Evaluation 1
	32		
MAY	33	Colour Theory	H/W - Computer Aided Graphics – Hardware & Software
	34	Desktop Publishing USB Task (Contrast, Repetition, Alignment, Depth, Unity) <ul style="list-style-type: none"> Thumbnail Ideas Annotations Final Design 	H/W – 3D Made Easy Tutorials
	35 Full Report		
	36	Built Environment	"
	37	Section H - Isometric House Theme	"
38 Parents' Evening	DTP Image Manipulation Task (Kite)		

* Timelines

* S2 Timeline

October Week			
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NOV	11	Illustration & Presentation - Coloured Pencil Rendering Sketching Circles	
	12	Technical Graphics - Section C – Isometric	H/W – Ortho Views Sketch 1
	13	Ikea Toy Car Project o Model Components	H/W – Ortho Views Sketch 2
	14	o Create Assembly o Presentation Page (CAD Drawings, Rendered Model)	H/W – Bring in an example of a prism package.
DEC	15	Technical Graphics - Section D – Prisms & Developments.	H/W – Investigation on an aspect of packaging.
	16	Ikea Toy Car Project Continued (Packaging Design)	H/W – DTP terms
	17	o The Function of Packaging	
	18	o Industrial Practice – Sustainability – How it's Made o Environmental Issues o Research / Graphic Specification o Thumbnail ideas for Toy Car Package o Techsoft Package	

* Timelines

- * Pupil Assessment
- * Peer Assessment
- * Response to Assignments
- * Tests
- * Homework

* Forms of Assessment

- * *I can use ICT effectively in different learning contexts across the curriculum to access, select and present relevant information in a range of tasks.* TCH 4-03b
- * *I can approach familiar and new situations with confidence when selecting and using appropriate software to solve increasingly complex problems or issues.* TCH 4-03a
- * Showing creativity and innovation, I can design, plan and produce increasingly complex items which satisfy the needs of the user, at home or in the world of work. TCH 4-14a
- * I can apply skills of critical thinking when evaluating the quality and effectiveness of my own or others' products or systems. TCH 4-14b
- * By examining and discussing the features of everyday products, I am gaining an awareness of the factors influencing design and can evaluate how these products meet the needs of the user. TCH 4-14d
- * Having sketched or drawn a series of everyday objects pictorially and orthographically, I have become proficient in third angle projection and can apply this knowledge when producing 2D or 3D images when using software. TCH 4-15a
- * When developing or enhancing representations of ideas or items, manually or electronically, I can apply my knowledge of colour theory, justifying the choices I make. TCH 4-15b
- * I can confidently use appropriate software to represent my ideas and items in the world around me, showing creativity, imagination or innovation. TCH 4-15c
- * I can understand and use computer aided design/computer aided manufacture, exploring its applications. TCH 4-15d

*E's & O's

- * Student tutors
- * Time at lunch or after school to complete tasks
- * Materials on GLOW

*** Additional Support**