

Design & Technology Course Planner

S2 Graphic Communication

ORGANISERS

- Representing ideas, concepts and products through a variety of graphic media

Lesson/ Activity

Third level

Experiences & Outcomes

Intro to graphics & the S2 course. Homework issued at regular intervals to reinforce areas in red

1 & 2 POINT PERSPECTIVE

Cylinders / Exterior building etc

GRAPH PROJECT

Pupils can pick their own topic. Collect data and produce a graph

ORTHOGRAPHICS

Sketching and drawing units of basic geometric shapes

ISOMETRICS

Sketching and drawing units of basic geometric shapes

DTP PROMOTIONAL GRAPHICS TASKS

- SPORTS BOTTLE/ENERGY DRING/WATER BOTTLE (completed manually or on pc)
- NIKE ID PROJECT– pupils must be assessed on their understanding of UNITY, CONTRAST & ALIGNMENT

SKETCHING

- Free hand sketching-A more detailed and advanced

RENDERING

PROJECT—THE SOLAR LAMP

PENCIL/PASTEL RENDERING

CAD-INVENTOR

- MICROWAVE
- CAMERA
- TOY TRAIN
- TUTORIALS ON 3D MADE EASY

Representing ideas, concepts and products through a variety of graphic media

I can apply a range of graphic techniques and standards when producing images using sketching, drawing and software.

I extend and apply my understanding of graphic media when

EXPECTED BENCHMARKS

- Produce sketches which show an understanding of proportion.
- Produce 2D and 3D sketches to communicate my ideas using crates and perspective techniques.
- Use pencil, colour pencil and highlighters to produce rendered drawings which include surface texture, tonal change and colour.
- Justify the choice of colours, layout in a promotional graphics.
- Recognise the design principles (Alignment, Contrast, Harmony, Dominance) and elements (text, images, and logo) used to create graphics to suit a given scenario or brief.
- Produce orthographic drawings of everyday objects, products or buildings by extracting information from given pictorial drawings accurately to +/-2mm.
- Produce straight-sided pictorial drawings of everyday objects, buildings, structures and/or geometric forms accurately to +/- 2mm.
- Identify and use appropriate drawing standards, symbols and conventions where these apply, including third angle projection, line types and use of scale.
- Recognise computer aided design (CAD) commands, techniques and practices required to create a model including extrude, subtract, and revolve.
- Produce 3D rendered CAD models
- Produce orthographic drawings from 3D CAD models

Throughout the year pupils will work on tasks that cover the following ICT outcomes and experiences. Using DTP (publisher), coral draw, Google sketch up, word, excel and Inventor CAD