

S1

Introduction to Graph Comm:

Pupils will be introduced to the course to understand what is covered this will start with simple drawing methods to differentiate the course from art early on. This will cover how to draw straight and curved shapes and lines consistently and to size without a straight edged tool and how to hold the pencil to do so. Pupils will then be introduced to the theory of the course covering drawing 3D methods, colour connotations and the tools used in graph comm. Key skills will be drawing, retaining information, explaining, discussing, listening and note taking.

Perspective:

Pupils will learn about the use of perspective focusing on 1 point perspective to draw a variety of straight sided objects. During this task pupils will learn how to use drawing tools at appropriate angles, depth, shading and distance.

Pringles project:

Pupils will learn how to use the desktop publishing software, affinity publisher. They will learn about alignment, unity, contrast and positioning to create an effective practice poster before moving to follow the design process in its entirety to choose a theme, develop initial concepts expand on a singular idea and develop a final life-sized mock up of their design which will then be wrapped around an existing pringles can. Pupils will then make a final advertisement poster for their concept. Key skills will include creative-thinking, idea generation, sketching, researching, DTP working and justification,

S2

Construction drawings:

Pupils will learn the theory behind the 6 different types of construction drawings. This will involve learning about scale which will be practiced by being included in quick class quizzes throughout the term. Pupils will learn how to use construction drawings in real life to work from scales to create games on the P1-3 playground following a site visit and planning brief. Key skills will include scaling from a plan, measuring, taping, paint application and management, collaborative working and communication.

Design Elements and Principles:

Pupils will expand their knowledge of design elements and principles using textbooks to learn addition terms and working methods from S1. These will be used in a later project to develop a promotional graphic. Key skills will be listening, discussing and retaining.

Phone stand:

An introduction into design and manufacture pupils will develop a concept for a phone stand from a brief, they will learn to sketch model, how to use lateral and morphological idea generation, low fidelity model and create a final design in CAD as well as having practice with the final material using a strip heater to bend plastic to their intended shape. Key skills will be thinking, idea creating, creativity, justification, material testing and modelling.

Curriculum Information Sandwick Junior High School

Term: 1

Teacher: Mr Innes

