TECHNOLOGIES: GRAPHICS

ELECTIVE SUBJECT: Across four semesters

WHY STUDY DESIGN?

Technologies enrich and impact on the lives of people and societies globally. Technologies, in their development and use, are influenced by and can play an important role in transforming, restoring and sustaining our societies and our natural, managed, constructed and digital environments. The Technologies learning area draws together the distinct but related subjects of Design and Technologies and Digital Technologies. The Australian Curriculum: Technologies will ensure that all students benefit from learning about and working with traditional, contemporary and emerging technologies that shape the world in which we live.

COURSE AIMS:
Technologies aims to develop the knowledge, understanding and skills to ensure that, individual and collaboratively, students:

- are creative, innovative and enterprising when using traditional, contemporary and emerging technologies, and understand how technologies have developed over time
- effectively and responsibly select and manipulate appropriate technologies, resources, materials, data, systems, tools, and equipment when designing and creating products, services, environments and digital solutions
- critique and evaluate technologies processes to identify and create solutions to a range of problems or opportunities
- investigate, design, plan, manage, create, produce and evaluate technologies solutions
- engage confidently with technologies and make informed, ethical and sustainable decisions about technologies for preferred futures including personal health and wellbeing, recreation, everyday life, the world of work and enterprise, and the environment.

COURSE ORGANIZATION:
The study of Technologies in Graphics can be studied across 4 semesters. Students can take their first unit at any time over the 4 semesters and this could mean that a student in Year 10 may be doing the unit for the first time. Because of this, the first unit that is undertaken, will focus on the basic concepts of design and drawing skills with sketching and formal board drawings being the platform used.
Semester 1   TG571 - Foundation

The major focus for this unit will be sketching to proportion a variety of real life objects. Students will also be exposed to and present a range of graphical communication drawings using technical drawing equipment. During the semester students will complete a design folio on one major object of their choice.

Assessment

There will be a practical drawing test on sketching and board drawing at the end of the semester which will be used to assess skills as well as all class drawings. A completed design folio will also be assessed.

Semester 1   TG671 - Graphics

The major focus for this semester will be Architectural Drawing completed using CAD (Computer Aided Drawing). There will be several smaller class drawings completed over the semester with a major focus on one. Students will also be required to design and print an object of their choice with teacher approval using the 3D Printer. Students will be expected to use their knowledge gained from previous units to complete a drawing folio on the prescribed area.

Assessment

The completed class drawing folio will be assessed as well as a design folio related to the major focus covered during the semester.

Semester 2   TG672 - Graphics

The major focus for this semester will be Engineering completed using CAD (Computer Aided Drawing). There will be several smaller class drawings completed over the semester with a major focus on one. Students will also be required to design and print an object of their choice with teacher approval using the 3D Printer. Students will be expected to use their knowledge gained from previous units to complete a drawing folio on the prescribed area.

Assessment

The completed class drawing folio will be assessed as well as a design folio related to the major focus covered during the semester.