STAGE 5 COURSE: GRAPHICS TECHNOLOGY YEAR 10 2024

TERM 1

Optional Module 7 – Graphic Design and Communication

The Graphic Design and Communication module extends students' knowledge, understanding and skills of graphics technology with a particular emphasis on the standards and presentation methods used in graphic design.

UNIT OVERVIEW	ASSESSMENT
- identify and apply standard symbols and related conventions to a number of graphic design and communication contexts - Explore the use and protection of localised signs and symbols in aboriginal and/or torres strait islander cultural expression - Recognise the significance of standard symbols in international/multilingual/cultural communication - Apply graphic design principles to print and digital media - Investigate the varying responsibilities of graphic designers in the design, planning and production of print and digital media - Select and use appropriate file formats and image sizes that are suitable for print and digital media projects - Investigate and apply an understanding of issues related to the production and reproduction of communication graphics - Use concept sketches to communicate graphic design ideas - Research and develop designs using ict as appropriate - Apply geometric construction techniques to the development of graphical images - Identify and use a range of appropriate manual and digital processes to produce graphic designs for a given situation - Create graphics using both orthographic and pictorial drawing techniques • apply rendering techniques to apply shading, textures and colour to graphic designs - Combine different media - Apply graphic design principles to the presentation of print and digital media graphics	**Task Number:** 2 **Nature of Task:** Folio and Practical **Percentage:** 25% **Week:** Term 2, Week 7 **Reported:** Semester 2

Optional Module 7 – Graphic Design and Communication

See above.

UNIT OVERVIEW	ASSESSMENT
- identify WHS issues related to products and processes in the graphics industry and demonstrate safe and responsible work practices - develop multimedia graphic presentations	

TERM 2

Core Module 2 – Computer Aided Design (CAD) – Product and Technical Illustration

Students develop knowledge of drawing equipment, standards, techniques and types in CAD. They produce graphics projects using CAD and compare this process to completing drawings with instruments. Students complete a range of drawing types using appropriate drawing conventions including AS1100, develop CAD page templates for their school and part libraries for their graphics projects. Using CAD, they develop a retro game controller with orthographic drawings and photorealistic rendering. They create physical models (3D print) to enhance the presentation of their product designs.

	UNIT OVERVIEW	ASSESSMENT
TIMING Weeks: 1 – 8	- Explore the roles of professionals who use information and communication technology (ICT) in the graphics and related industries - Identify WHS issues related to ICT in the graphics industry and demonstrate safe and responsible work practices - Apply Australian technical drawing standards in the production of drawings - investigate and use computer-aided design (CAD) terminology - Explore the relationship of CAD applications to computer-aided manufacture (CAM) - Investigate and use various file formats and images associated with CAD, CAM and related ICT - Apply standard features of CAD software - Compare and contrast the processes of producing drawings using manual techniques versus CAD techniques - Explore the concepts of 2D and 3D coordinate geometry, and their application in CAD modelling - Identify the environmental impacts of digital images used in the graphics industry - Investigate and apply an understanding of issues related to the production and reproduction of graphics - Collaborate on research and/or design activities - Collect information from a range of sources to assist in the development of project work - Generate freehand sketches to illustrate or communicate information to be used in CAD applications - Use CAD modelling and rendering to visualise and experiment with designs - Use appropriate CAD software to produce graphical images for a given situation - Generate CAD orthogonal drawings, selecting appropriate views and drawing types for a particular context - Produce pictorial drawings using CAD applications	**Task Number:** 1 **Nature of Task:** Folio and Practical **Percentage:** 25% **Week:** Term 1, Week 7 **Reported:** Semester 1

TERM 3		
	Optional Module 8 – Landscape Drawing The Landscape Drawing module extends students' knowledge, understanding and skills of graphics technology with a particular emphasis on the standards and presentation methods used in landscape architecture and design.	
TIMING Weeks: 1 – 7	**UNIT OVERVIEW**	**ASSESSMENT**
	• Apply standard representation of landscape materials and plant elements to landscape drawing • Investigate landscape elements and construction techniques and incorporate these techniques into designs and presentations • Investigate the varying responsibilities of landscape architects in design, planning and construction • Develop concept sketches to communicate landscape design ideas • Investigate related government authorities and apply appropriate building codes and statutory requirements • Investigate environmental issues relating to landscape design and design environmentally friendly landscapes • Interpret existing site details using a variety of media and technology • Recognise the relationship of landscape design to architectural design and use landscaping elements to enhance architectural design • Research and develop designs using ict as appropriate • Produce landscape design drawings using a variety of techniques • Communicate landscape designs through the creation of presentation images suitable for a client • Develop a landscape presentation using a range of tools and techniques	**Task Number:** 3 **Nature of Task:** Folio and Practical **Percentage:** 30% **Week:** Term 3, Week 7 **Reported:** Semester 2
	Optional Module 8 – Landscape Drawing See above	
TIMING Weeks: 8 – 10	**UNIT OVERVIEW**	**ASSESSMENT**
	• Identify WHS issues related to products and processes in the graphics industry and demonstrate safe and responsible work practices • Produce rendered landscape plans using various techniques • Develop landscape design drawings using CAD software	

	TERM 4

	Optional Module 10 – Student Negotiated Project (Perspective Drawing)
	In this project they may choose to revisit an option for further investigation, undertake projects that combine aspects of a number of option modules, or pursue an area of graphics with local or personal significance (eg marine, aeronautical or agricultural). The student is required to negotiate the area(s) of study of the project with the teacher.

TIMING Weeks: 1 – 4	**UNIT OVERVIEW**	**ASSESSMENT**
	- Select and apply appropriate standards and conventions to a Student Negotiated Project - Identify and apply appropriate tools, techniques and technologies to a Student Negotiated Project - Apply sketches to assist in the design, development and communication of ideas and the planning of a Student Negotiated Project (ACTDEP049) - Follow a sequence in the production of graphical images - Select and correctly use the appropriate tools, techniques and equipment for a Student Negotiated Project - Generate a range of graphical images for a Student Negotiated Project - Produce a range of graphical presentations when developing a Student Negotiated Project - Develop a multimedia presentation to convey the Student Negotiated Project to a targeted audience - Evaluate the effectiveness of graphical presentations	**Task Number:** 4 **Nature of Task:** Folio and Practical **Percentage:** 20% **Week:** Term 4, Week 4 **Reported:** Semester 2

TIMING Weeks: 5 - 10	**Optional Module 10 – Student Negotiated Project** See above	
	UNIT OVERVIEW	**ASSESSMENT**
	- Research and develop designs using ICT as appropriate - Develop a Student Negotiated Project using appropriate software	