

Term 3

Week	Topic	Learning Focus
1	Introduction to Vis. Com.	<p>Understand what Visual Communication is along with the skills, applications and careers that stem from studying the subject.</p> <p>Practical: Explore and develop a range of ideas within the visual diary using design elements/principles. Look at the design process.</p>
2		
3	Mini design process: Swing tag -Design Brief - Research	<p>Construct a written brief that sets the focus of the design outcomes with particular attention to the target audience.</p> <p>Analyse different examples of swing tag and other relevant design work that would be related to the target audience.</p>
4	Mini design process: Swing Tag -Generate ideas relevant to the brief	<p>Explore a variety of design options for swing tags that are relevant to the design brief.</p> <p>Consider the use of the formal elements and principles of design and utilise these where appropriate in the design process.</p> <p>Explore the use of ICT in generating ideas.</p>

Please Note: This document is subject to change as teachers adapt to the needs of their individual students and circumstances.

5	<p>Mini design process: Swing Tag</p> <p>-Develop and Refine</p>	<p>Analyse the designs that have been created and develop and refine the strongest design concept.</p> <p>Tweak the strongest design solution with the target audience in mind</p> <p>Explore the use of ICT to develop and refine ideas.</p>
6	<p>Mini design process: Swing tag.</p> <p>-Final presentation</p>	<p>Consolidate Design solution and present final designs.</p> <p>Evaluate the final designs in regard to the initial design brief that was set at the beginning of the process. Determine how well the design problem has been solved.</p>
7	<p>Technical Drawing: Orthogonal Drawing</p>	<p>Understand the concept of presenting 3 dimensional objects as flattened 2 dimensional views.</p> <p>Practice using technical drawing equipment: T-squares, set squares and drawing boards</p>
8	<p>Technical Drawing: Orthogonal Drawing:</p>	<p>Present finished orthogonal drawings to Australian Standards.</p>
9	<p>Technical Drawing: Isometric, Planometric and Oblique</p>	<p>Understand the drawing conventions associated with isometric, planometric and oblique drawings</p>
10	<p>Technical Drawing: Isometric, Planometric and Oblique</p>	<p>Understand the drawing conventions associated with isometric, planometric and oblique drawings</p>

Term 4

Please Note: This document is subject to change as teachers adapt to the needs of their individual students and circumstances.

Week	Topic	Learning Focus
1	Technical Drawing: Isometric, Planometric and Oblique	Understand the drawing conventions associated with isometric, planometric and oblique drawings Convert an orthogonal representation into an isometric, planometric or oblique drawing.
2	Designing for a specific context: Toy Design	Create a hypothetical company name and construct a design brief. Research the designs of toys and design original ideas.
3	Designing for a specific context: Toy Design	Explore a range of design solutions in workbook with ongoing evaluations (annotations) on the development of design solutions.
4	Designing for a specific context: Toy Design	Develop key design solutions and refine to work within the context of the design.
5	Designing for a specific context: Toy Design	Present large scale presentation of final design solution.
6	Folio design. -Design Brief - Research	Construct a written brief that sets the focus of the design outcomes with particular attention to the target audience. Analyse different examples of chosen idea and other relevant design work that would be related to the target audience.
7	Mini design process: Free choice	Explore a variety of design options that are relevant to the design brief.

Please Note: This document is subject to change as teachers adapt to the needs of their individual students and circumstances.

	-Generate ideas relevant to the brief	<p>Consider the use of the formal elements and principles of design and utilise these where appropriate in the design process.</p> <p>Explore the use of ICT in generating ideas.</p>
8	<p>Mini design process: Free choice</p> <p>-Develop and Refine</p>	<p>Analyse the designs that have been created and develop and refine the strongest design concept.</p> <p>Tweak the strongest design solution with the target audience in mind</p> <p>Explore the use of ICT to develop and refine ideas.</p>
	<p>Mini design process: Free choice.</p> <p>-Final presentation</p>	<p>Consolidate Design solution and present final designs.</p> <p>Evaluate the final designs in regard to the initial design brief that was set at the beginning of the process. Determine how well the design problem has been solved.</p>

Please Note: This document is subject to change as teachers adapt to the needs of their individual students and circumstances.