

Year Level: 10 Subject: Visual Communication

Week	Unit	Learning Focus	Victorian Curriculum
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>	<p>Explore the visual arts practices and styles as inspiration to develop a personal style, explore, express ideas, concepts and themes in art works (VCAVAE040)</p>
2	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>	<p>Select and manipulate materials, techniques, and technologies and processes in a range of art forms to express ideas, concepts and themes (VCAVAV042)</p>
3	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. 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>	<p>Select and manipulate materials, techniques, and technologies and processes in a range of art forms to express ideas, concepts and themes (VCAVAV042)</p>
4	Mini design process: Swing Tag -Develop and Refine	<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>Explore the visual arts practices and styles as inspiration to develop a personal style, explore, express ideas, concepts and themes in art works (VCAVAE040)</p> <p>Select and manipulate materials, techniques, and technologies and processes in a range of art forms to express ideas, concepts and themes (VCAVAV042)</p>
5	Mini design process: Swing tag. -Final presentation	<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>	<p>Select and manipulate materials, techniques, and technologies and processes in a range of art forms to express ideas, concepts and themes (VCAVAV042)</p>
6	Technical Drawing:	Understand the concept of presenting 3 dimensional	Explore the visual arts practices and styles as inspiration to develop a personal style, explore,

	Orthogonal Drawing	objects as flattened 2 dimensional views. Practice using technical drawing equipment: T-squares, set squares and drawing boards	express ideas, concepts and themes in art works (VCAVAE040) Select and manipulate materials, techniques, and technologies and processes in a range of art forms to express ideas, concepts and themes (VCAVAV042)
7	Technical Drawing: Orthogonal Drawing	Present finished orthogonal drawings to Australian Standards.	Select and manipulate materials, techniques, and technologies and processes in a range of art forms to express ideas, concepts and themes (VCAVAV042)
8	Technical Drawing: Isometric, Planometric and Oblique	Understand the drawing conventions associated with isometric, planometric and oblique drawings	
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TERM			
1	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.	Select and manipulate materials, techniques, and technologies and processes in a range of art forms to express ideas, concepts and themes (VCAVAV042)
2		Explore a range of design solutions in workbook with ongoing evaluations (annotations) on the development of design solutions.	
3		Develop key design solutions and refine to work within the context of the design.	
4		Present large scale presentation of final design solution.	
5	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.	Select and manipulate materials, techniques, and technologies and processes in a range of art forms to express ideas, concepts and themes (VCAVAV042)
6	Mini design process: Free choice	Explore a variety of design options that are relevant to the design brief.	

	-Generate ideas relevant to the brief	Consider the use of the formal elements and principles of design and utilise these where appropriate in the design process. Explore the use of ICT in generating ideas.	
7	Mini design process: Free choice -Develop and Refine	Analyse the designs that have been created and develop and refine the strongest design concept. Tweak the strongest design solution with the target audience in mind Explore the use of ICT to develop and refine ideas.	Select and manipulate materials, techniques, and technologies and processes in a range of art forms to express ideas, concepts and themes (VCAVAV042)
8	Mini design process: Free choice. -Final presentation	Consolidate Design solution and present final designs. 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.	
9	Research assignment	Look at famous graphic designers and their work.	
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