

GRAPHICS

WHAT IS GRAPHICS?

- A TECHNOLOGY BASED SUBJECT WITH MANY CAREER OPPORTUNITIES
- PROBLEM SOLVING USING MULTIPLE DRAWING TECHNIQUES
- VISUALISATION OF 2D AND 3D OBJECTS TO DEVELOP SPATIAL AWARENESS
- CREATIVITY AND DESIGN COMMUNICATED THROUGH SKETCHING
- COMPUTER BASED DEVELOPMENT OF MODELS UP TO FINAL REALISATION

WHAT SKILLS WILL YOU LEARN / DEVELOP?

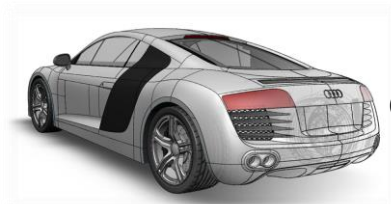
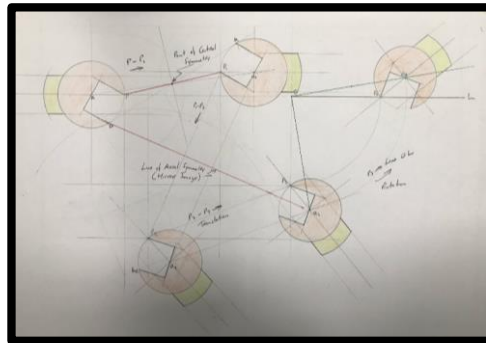
- PROBLEM-SOLVING SKILLS
- COMMUNICATION SKILLS
- COMPUTER SKILLS
- CREATIVE THINKING SKILLS

DO YOU ENJOY?

- CREATING THINGS?
- MAKING MODELS / LEGO?
- SKETCHING
- SOLVING PUZZLES
- WORKING WITH COMPUTERS?

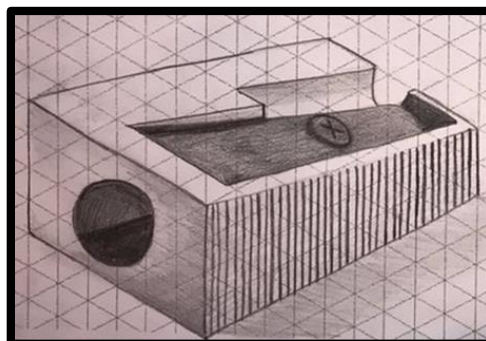
GRAPHICS INCLUDES 3 DIFFERENT ASPECTS

● → **BOARD DRAWING**



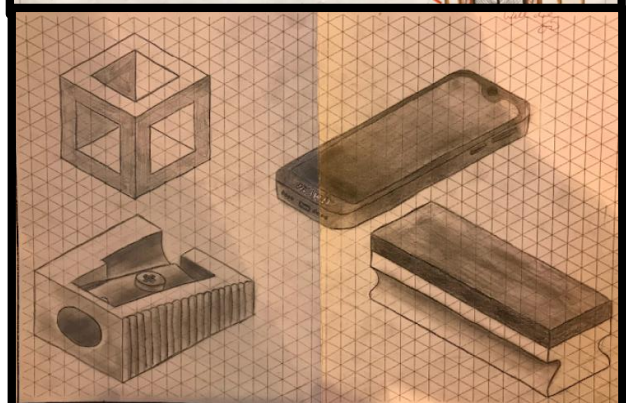
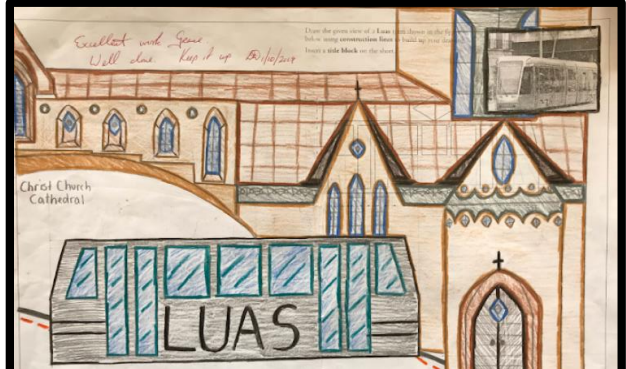
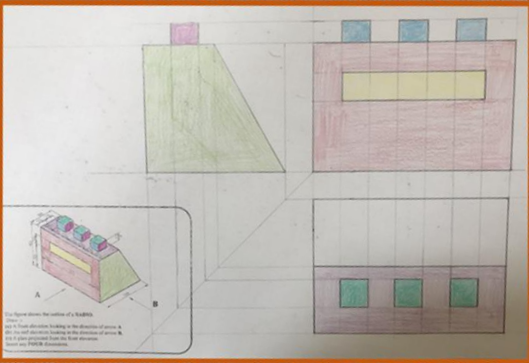
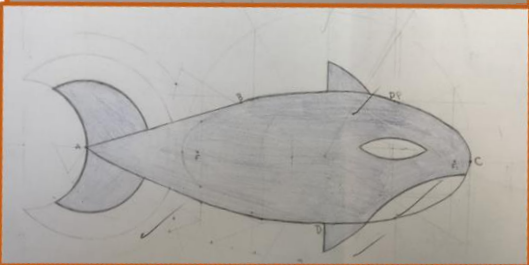
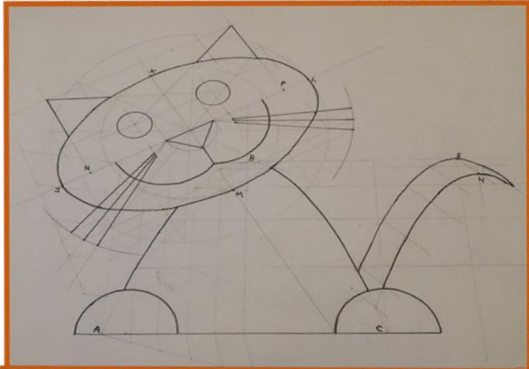
COMPUTER DRAWING ← ●

● → **SKETCHING**



GRAPHICS

EXAMPLES OF STUDENT WORK



BREAKDOWN OF SUBJECT

2 CLASSROOM BASED ASSESSMENTS

30% PROJECT IN 3RD YEAR

70% TERMINAL EXAM

JOBS/CAREERS LINKED TO GRAPHICS:

- ARCHITECTURE
- INTERIOR DESIGN
- PRODUCT DESIGN
- GAMING DESIGN
- CONSTRUCTION
- EDUCATION
- MANUFACTURING AND ENERGY
- COMPUTER/CODING/ICT
- ENGINEERING
- BIOMEDICAL

