Unit outline for Year 9 Technology / Graphics

Teaching Sequence	allocation		
Course Introduction **Introduction to the course:** • Talk about this unit and how it fits into the technology cycle. • Stationary requirements • Introduce / revise understanding of technology cycle and introduce what will be covered for that term. Skill development / popup card. • Examples of tech cycle in year 9 booklet.	Week One	Tech. cycle flow chart. Examples of required stationary. Year 9 teachers handbook Worksheets. Teachers guide. Real world examples of tech practice.	Students can: Understand the aims of the course and how graphics is an integral part of technology. Gain an understanding of the tech cycle through examples.
Introductory Exercise • Class exercise: Single point perspective. Use students' first name to draw an A4 size cover sheet. This will be glued onto the front of their own clear files. Begin by showing students how to allocate equal space for each letter of their first name (measuring). Next demonstrate how to draw 2D block letters. Use lettering books if needed. Introduce perspective theory. Use real world examples ie; railway tracks, fences, telephone lines etc. Discuss atmospheric perspective, ie; things getting blurrier and smaller as they get further away. Allocate a vanishing point and draw letters in perspective. Introduce basic rendering techniques to complete drawing.	Week Two	Blackboard demonstration by teacher. A4 paper and colour pencils. Spray glue to glue label onto clear file cover.	Assess prior learning. Teacher learns new student's names. Students able to identify their own work. Understand simple perspective drawing with basic rendering.
Graphical Skills **Skill Development:** • Basic freehand sketching; Crating (light construction lines) / finish drawing (darker lines). • Practice 2D geometric shapes, circles / ellipses, shapes. • 3D Sketching; Use the crating technique to construct: Oblique, Isometric views. Remembering to use different line weights for the construction and finish drawing outlines. • Rendering 2D / 3D; demonstrate the selection of a single light source to create shadow and tonal change and colour theory.	Week Three Week Four	Worksheets Worksheets and colour pencils.	Understand how to sketch 2D freehand using crating and different line weights. Understand how to sketch 3D (isometric / oblique) freehand using crating and different line weights. Understand how to render showing tonal range using a single light source to create a 3D effect.
Introduction to instruments: • Introduce the use of T. Squares and set squares • Weights of pencils (2H,HB,4B) and which is most appropriate . • Set square exercises using 45 degree set square • Set square exercise using 60 / 30 degree	Week Five	Drawing equipment. Setsquares; 45 degree, 30/60 degree. T. Squares and masking tape	Understand how to use drawing equipment correctly and accurately. Understand the use of 30/60, 45 degree set squares.