Subject Outline:
Students develop understanding of skills, elements and principles of design to determine how effectively space is used to communicate a message to an intended audience. Students develop solutions to graphical communication design challenges for a range of audiences using a range of media, visual and viewing systems. They develop visual literacy as they view, read, comprehend and generate graphical representations and consider what can be seen and how people interpret what is seen.

Assessment Outline:
What do students learn?
Students learn about the efficiency and effectiveness of graphical communication and its ever-increasing impact on our technological society. Through the structured medium of visual imagery, students learn the ability to communicate and express information with clarity and precision.

Students are encouraged to be imaginative and creative through problem solving and designing, whether working individually or as part of a team. They develop real-life skills for visualising, investigating, analysing, synthesising and evaluating technical problems, and learn how to effectively manipulate mechanical and computer drafting equipment as a vehicle for conveying the outcomes of their research in a visually appealing form.

Graphics will be divided into 2 main areas of study. These are 2 and 3 dimensional drawing. Within each of the areas, students will be exposed to the following fields:

1. 2 Dimensional
   - Geometrical concepts
   - Graphs and charts
   - Mathematical calculations
   - Geometrical projections
   - Intersecting solids
   - Development

2. 3 Dimensional
   - Scaling
   - Modelling
   - Projection methods
   - Shadows
   - Reflections.

Students will be expected to express graphical information through the following formats:
- Sketching
- Annotation
- Formal drawing
- Written documentation
- Multimedia.
- CAD
• Assessment is an integral part of the Graphics program and is designed to enable students to demonstrate a broad range of achievement. A wide range of assessment techniques/instruments will be used. These include class work, homework, folios of drawings, assignments and formal assessments.

**Career Pathways:**
Graphical occupations include:
* Architectural Designer  * Geological Drafting Technician
* Builder  * Graphic Designer (Publishing/Advertising)
* Cartographer  * Industrial Designer
* Commercial Artist  * Interior Designer
* Design/Project Engineer  * Landscape Designer
* Electronic Media/Illustrator  * Mechanical/Electrical Designer
* Engineering Technician  * Surveyor
* Environmental Designer  * Technical Illustrator
* Fashion/Textile Designer  * Technology Teacher
* Fine Artist/Illustrator  * Town Planner
* Cabinet Maker  * Electrician
* Plumber  * Boilermaker
* Fitter & Turner  * Research & Development

**Potential Activities:**
Students are exposed to a variety of intellectual challenges involving visual stimuli, analysis and problem solving while developing a range of associated practical skills. Students explore graphical communication through studies in real-life contexts developed across units mainly in Product Design, Business Graphics and Built Environment.

**Costs:**
Students are expected to supply their own drawing equipment (compass, set squares, erasers, 2H pacer, clips, French curves, drawing board and T-Square).

**Student Requirements:**
A student desiring to do well in this subject would expect, on average, to spend at least two hours per week at home revising techniques learnt throughout the course, and on homework and assignments.