

Technical (Graphics and Technology)

June: Freehand sketching, rendering and toning

Pupils will each produce a small portfolio of sketches using pencil, based on cubes and other 3D shapes.

August-October or October-January: Technology

(S2 classes will be split, some starting with Technology and some with Graphics. There will be appropriate tests at the end of each unit.)

Pupils learn about and undertake practical problem solving activities in the following technology areas:

energy systems

electronics

pneumatics

mechanisms

levers

structures

Computer simulation is used extensively in teaching technology.

August-October or October-January: Technical Drawing

Pupils learn and practise manual drawing board skills in the following topic areas:

pro desktop CAD (computer aided drawing)

third angle projection

isometric projection

perspective, oblique drawing

developments

Assessment

There is a Technology test at the end of the Technology section, usually in October or January.

Drawing ability is assessed in October or January, prior to the S2 reports.