Success Criteria

Graphic Communication
National 5

All the success criteria points listed below will have an impact on the potential success of pupils undertaking this course. Performance in all of these areas will be taken into consideration when teacher estimated grades are submitted.

In order to be successful, the following skills must be demonstrated:

- [ ] replicating familiar and new graphic forms in 2D, 3D and pictorials.
- [ ] producing simple preliminary, production and promotional graphics.
- [ ] producing informational graphics.
- [ ] visual literacy by interpreting graphic communications
- [ ] spatial awareness in 2D, 3D and pictorial graphic situations
- [ ] using standard graphic communication equipment, software and materials effectively for tasks.
- [ ] applying design skills, including creativity, when developing solutions to simple graphics tasks.
- [ ] the ability to take initiative in evaluating work by applying suggestions for improvement in presentation

In order to be successful, the following knowledge and understanding must be demonstrated:

- [ ] a range of computer-aided graphics techniques and practices
- [ ] colour, illustration and presentation techniques.
- [ ] the impact of graphic communication technologies have on our environment and society.
- [ ] graphic communication standards, protocols and conventions.

In order to be successful, the following must be achieved:

- [ ] Completion of all homework tasks and home assignments.
- [ ] Completion of all classwork tasks and assignments.
- [ ] Appropriate levels of study at home to ensure understanding of all theory elements of the course.
- [ ] Appropriate preparation for all Formal Assessment(s).
- [ ] Successful completion of the Course Assessment Task (provided by the SQA) - submitted by the given deadline (40% of final grade).
- [ ] Participation in final SQA exam (60% of final grade).

In order to be successful, the following topics will be studied:

- ☐ Graphic types
- ☐ Manual techniques
- ☐ Computer-aided techniques
- ☐ Drawing standards, protocols and conventions
- ☐ Geometric shapes and forms and everyday objects
- ☐ Views and techniques
- ☐ Layout elements and principles, colour theory and informational graphics
- ☐ Computer-aided design
- ☐ Desktop publishing
- ☐ Graphic communication technology: impact on society and the environment