

Graphics Technology



A Guide to the New Years 7–10 Syllabus

The new *Graphics Technology Years 7–10 Syllabus* will replace the current *Technical Drawing Years 7–10 Syllabus* (1987) and will be implemented with Year 9 students in 2005 and Year 10 students in 2006. Stage 4 outcomes have been provided for those schools that wish to implement the syllabus with Year 7 and Year 8 concurrently with the Technology (Mandatory) course.

The new syllabus is informed by contemporary research about how people learn and about how learning outcomes can be enhanced by teaching practice.

The syllabus promotes *assessment for learning* as an essential component of good teaching. It follows the broad directions established in the NSW Board of Studies *K–10 Curriculum Framework* and is part of a continuum of learning from Kindergarten to Year 12 that supports sustained, sequential, high quality learning.

What is similar?

Much of the content is similar to the current syllabus content. Students will continue to experience programs that:

- develop knowledge, understanding and skills relating to a range of graphical presentations and communications
- focus on the production of graphical presentations as a basis for their learning in graphics technology
- provide opportunities for students to engage in a range of option modules to develop knowledge and skills in relation to specific areas of graphics technology.

Current programs can be modified to meet the requirements of the new syllabus and many existing units of work will form the bases of effective programs. The majority of existing resources will continue to be relevant.

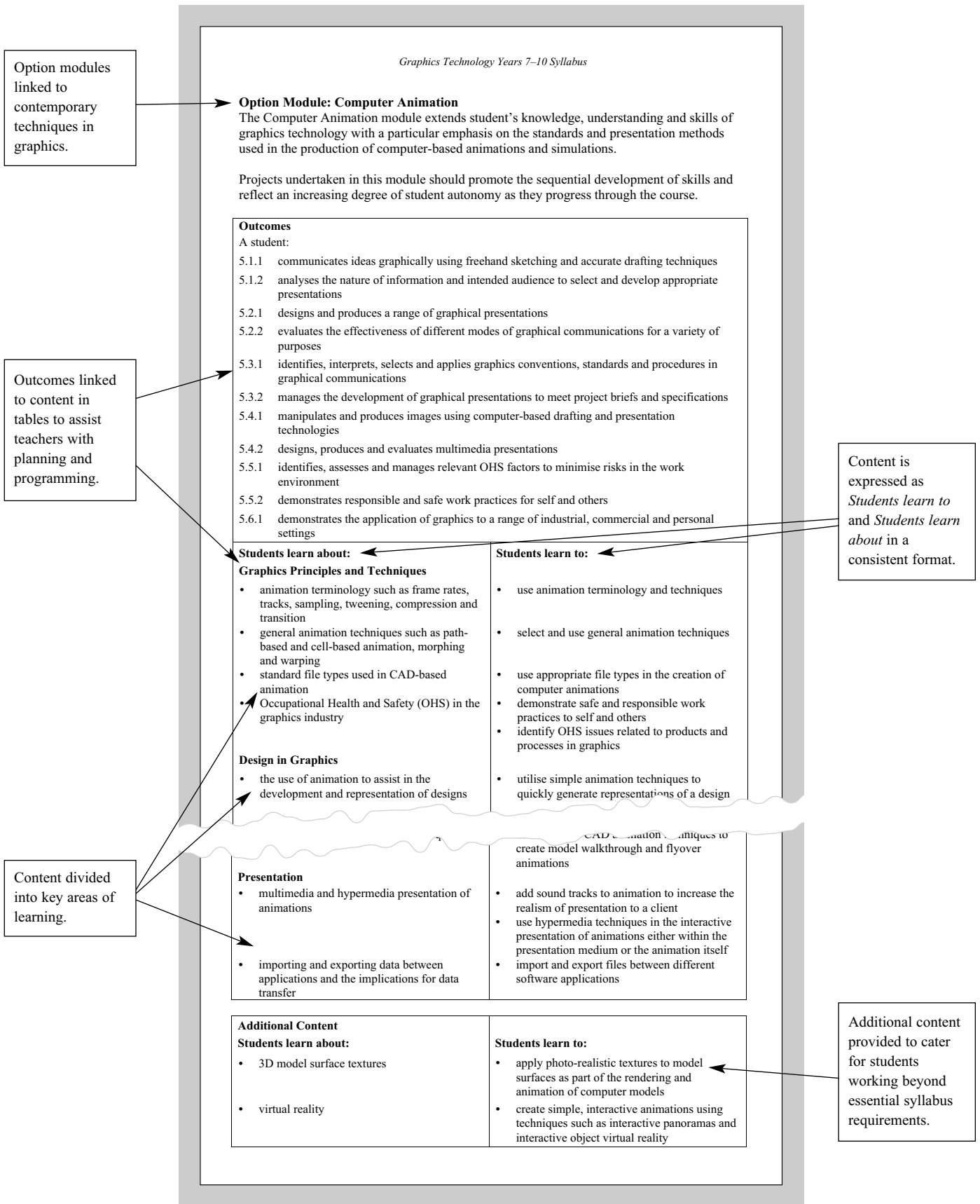
The recent experience teachers have gained in implementing the range of Stage 6 Technology syllabuses (1999) will assist in the implementation of the new *Graphics Technology Years 7–10 Syllabus*.

What is different?

The new syllabus builds on the current syllabus in directions identified through research into the teaching of graphics technology in other systems both nationally and internationally, and through consultation at forums, meetings and during wide circulation of the draft syllabus.

- There is a significant reduction in the number of objectives and outcomes compared to the current *Technical Drawing Years 7–10 Syllabus* (1987). This will simplify the processes of programming, assessing and reporting.
- There is a greater emphasis on contemporary techniques in graphics including the application of Computer-Aided Design and Drafting (CAD).
- A range of new option modules has been added to the syllabus to encompass contemporary technologies and techniques in graphics, and to provide a foundation for students moving into a range of Stage 6 Technology subjects.
- Specific content related to individual option modules has been included to provide teachers with clear direction as to the teaching and learning experiences expected in each module.
- A student-negotiated project has been included to allow students to pursue areas of personal interest and/or local significance.
- Stage statements from Stage 1 (including Early Stage 1) to Stage 5 describe the continuum of learning in Graphics Technology.

The features of the content pages



- Content additional to the essential syllabus content is included to help teachers address the needs and interests of students who have demonstrated Stage 5 outcomes in less than the indicative time.
- An overview statement is provided that shows how each cross-curriculum area is embedded in the essential content.
- Content related to the use and understanding of information and communication technologies (ICT) is incorporated in the syllabus content.
- Life Skills outcomes and content have been provided for those students with special education needs, particularly those students with an intellectual disability, for whom it has been determined that the outcomes and content found in sections 6 and 7 of the syllabus are not appropriate.
- Built into the syllabus is the concept that *assessment for learning* is integral to teaching and learning in a standards-referenced framework. *Assessment for learning* involves teachers planning how and when they will gather evidence of learning at the same time as they plan the work that students will do. It recognises the importance of assessment to student motivation and self-esteem, and promotes the active involvement of students in their own learning.

How can the syllabus be used to program?

The syllabus outcomes provide the focus for teaching and learning in Graphics Technology. This syllabus encourages a model of programming that begins with outcomes, and is precise about what is being taught and what is being learnt. Developing integrated programs from the new *Graphics Technology Years 7–10 Syllabus* involves:

- identifying the outcomes to be addressed (see syllabus pp 11–12)
- identifying the required evidence of learning
- planning explicit teaching and learning experiences to address the outcomes (see

syllabus pp 17–49) to allow students to demonstrate evidence of learning

- identifying strategies to teach the content
- incorporating *assessment for learning* by using the assessment advice in the syllabus and in the support material that will be provided by the Board of Studies.

The advice about additional content on page 13 of the syllabus will assist teachers to develop programs for students who are demonstrating Stage 5 outcomes prior to the completion of Year 10.

Stage statements describe a continuum of learning from Stage 1 (including Early Stage 1) to Stage 5. This enables teachers to map students' learning development, and to plan and program work according to students' needs and abilities.

How does the syllabus cater for all students?

A key principle of the *K–10 Curriculum Framework*, which guides K–10 syllabus development, is that the curriculum must be inclusive of all students in New South Wales.

The rationale, aim, objectives, outcomes and content of the syllabus have been designed to accommodate teaching approaches that support the learning needs of all students.

Students with special education needs will participate fully in learning experiences and assessment activities. These students may require additional support in terms of modified tasks and varied learning approaches. There may also be occasions when different strategies need to be adopted to broaden and deepen the learning experiences of gifted and talented students.

Life Skills outcomes and content, using the rationale, aim and objectives of this syllabus, have been included in section 8. They will provide the basis for a program of study for the small percentage of students with special education needs for whom the outcomes and content in sections 6 and 7 of the *Graphics Technology Years 7–10 Syllabus* are not appropriate.

What support is the Board providing to assist with initial implementation of the syllabus?

Following the release of the syllabus, support materials will be distributed to assist teachers in understanding the syllabus and its associated assessment requirements.

The first School Certificate credential based on the new syllabuses will be awarded in 2006. Specific advice about requirements for the School Certificate will be provided well in advance of 2006.

distributed with the syllabus	Phase 1 <ul style="list-style-type: none">■ this guide to the new <i>Graphics Technology Years 7–10 Syllabus</i>■ draft Descriptions of Levels of Achievement
3 months after distribution of the syllabus	Phase 2 <ul style="list-style-type: none">■ advice on programming■ sample units of work■ sample assessment activities
6 months after distribution of the syllabus	Phase 3 (incorporates Phases 1 and 2) <ul style="list-style-type: none">■ annotated samples of student work
12 months after implementation of the syllabus	Phase 4 <ul style="list-style-type: none">■ final Descriptions of Levels of Achievement

The Department of Education and Training, the Catholic Education Commission, other school systems, the Association of Independent Schools and professional associations will assist and support the ongoing implementation of the syllabus.
