

Introductory text for JCSP Statements Supporting The Junior Cycle Graphics

The statements below were developed with input from a number of practicing Graphics teachers in JCSP schools. They are offered **as one possible model** that teachers may use to approach the new Junior Cycle Graphics Specification. They will be adjusted over time based on feedback from teachers in JCSP schools.

The new Graphics Specification may be accessed in full at www.curriculumonline.ie.

In addition, support for teaching of the Junior Cycle Specification may be accessed through the Junior Cycle for Teachers (JCT) Technologies team at www.jct.ie.

It is important to note that the statements below offer a sample approach for the creation of Junior Cycle Graphics statements. They do not cover all of the learning outcomes which are expected to be taught in the new junior cycle course.

August 2023

Area of Experience Graphics

Graphics

Student:

Class:

At Junior Cycle level I can:

Date Commenced: / /

Date Awarded: / /

- | | | |
|--------------|--|--|
| GRJC1 | I am able to draw in 2D using my Graphics drawing equipment | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| GRJC2 | I am able to represent objects in 3D | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| GRJC3 | I can apply my understanding of Graphics to communicate information and ideas through a range of media | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Work begun | Work in progress | Work completed

I am able to draw in 2D using my Graphics drawing equipment

Graphics

Statement Code: GRJC1

Student:

Class:

I can

I have begun | I am working on this | I can

This has been demonstrated by my ability to:

1. Identify and name the equipment I use in Graphics
2. Complete a drawing accurately from a given dimensioned image
3. Draw horizontal and vertical lines using my drawing equipment
4. Identify 2D shapes such as circles, triangles and rectangles in the world around me
5. Draw a selection of 2D shapes accurately
6. Draw at least three regular polygons to given dimensions
7. Use a protractor to draw acute and obtuse angles accurately
8. Draw a circle using a compass to a given measurement and label its radius, diameter and centre
9. Present my drawings neatly and accurately
10. Draw the plan and front elevation of a 3D object using my Graphics drawing equipment

Reflecting on my learning...

One thing I did well...

One thing I did to improve...

I really enjoyed...

because...

I am able to represent objects in 3D

Graphics

Statement Code: GRJC2

Student:

Class:

I can

I have begun | I am working on this | I can

This has been demonstrated by my ability to:

- | | | | |
|--|--------------------------|--------------------------|--------------------------|
| 1. Identify 3D solids such as a sphere, cube and cone in the world around me | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 2. Identify the 3D solids that are contained within an everyday product | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 3. Draw objects in 3D using oblique drawing | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 4. Draw objects in 3D using isometric drawing | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 5. Draw a well-proportioned 3D sketch of an object | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 6. Create a 3D model, such as a cube or a pyramid, using card or paper | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 7. Use computer aided design software to draw a 3D model of an object | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 8. Sketch the 3D view of an object from its plan, elevation and end view | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 9. Draw a perspective view of a cube | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 10. Use colour and shade to improve the appearance of 3D image | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Reflecting on my learning...

One thing I did well...

One thing I did to improve...

I really enjoyed...

because...

I can apply my understanding of Graphics to communicate information and ideas through a range of media

Graphics

Statement Code: GRJC3

Student:

Class:

I can

I have begun | I am working on this | I can

This has been demonstrated by my ability to:

1. Communicate my ideas using 2D and 3D sketching
2. Apply colour and labelling to a drawing to communicate material finishes
3. Develop ideas through modelling with material such as card, paper or foam
4. Identify some strengths, and some ways to improve my communication skills
5. Create graphics to communicate information
6. Use computer-aided design software to communicate my ideas
7. Use a camera to gather examples of 2D shapes and 3D objects in the world around me
8. Discuss my primary and secondary research
9. Present information graphically using digital technology
10. Work as part of a group to communicate information

Reflecting on my learning...

One thing I did well...

One thing I did to improve...

I really enjoyed...

because...