



Oide

Tacú leis an bhFoghlaim
Ghairmiúil i measc Ceannairí
Scoile agus Múinteoirí

Supporting the Professional
Learning of School Leaders
and Teachers

Phase 5: Graphics Statements 2023/2024



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

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 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 2. Complete a drawing accurately from a given dimensioned image | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 3. Draw horizontal and vertical lines using my drawing equipment | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 4. Identify 2D shapes such as circles, triangles and rectangles in the world around me | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 5. Draw a selection of 2D shapes accurately | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 6. Draw at least three regular polygons to given dimensions | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 7. Use a protractor to draw acute and obtuse angles accurately | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 8. Draw a circle using a compass to a given measurement and label its radius, diameter and centre | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 9. Present my drawings neatly and accurately | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 10. Draw the plan and front elevation of a 3D object using my Graphics drawing equipment | <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 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
2. Identify the 3D solids that are contained within an everyday product
3. Draw objects in 3D using oblique drawing
4. Draw objects in 3D using isometric drawing
5. Draw a well-proportioned 3D sketch of an object
6. Create a 3D model, such as a cube or a pyramid, using card or paper
7. Use computer aided design software to draw a 3D model of an object
8. Sketch the 3D view of an object from its plan, elevation and end view
9. Draw a perspective view of a cube
10. Use colour and shade to improve the appearance of 3D image

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