

## **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](http://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](http://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 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...