

## **Draft Graphics Statements**

The following statements comprise draft statements 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.

January 2022

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

## Graphics

Statement Code: GRJC1

Student:

Class:

### I can

I have begun	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	I am working on this	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	I can	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>This is demonstrated by my ability to:</b>					
1. Identify and name the equipment I use in Graphics				<input type="checkbox"/>	<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"/> <input type="checkbox"/>
3. Draw horizontal and vertical lines using my drawing equipment				<input type="checkbox"/>	<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"/> <input type="checkbox"/>
5. Draw a selection of 2D shapes accurately				<input type="checkbox"/>	<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"/> <input type="checkbox"/>
7. Use a protractor to draw acute and obtuse angles accurately				<input type="checkbox"/>	<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"/> <input type="checkbox"/>
9. Present my drawings neatly and accurately				<input type="checkbox"/>	<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"/> <input type="checkbox"/>

### Reflecting on my learning...

One thing I did well...

One thing I did to improve...

I really enjoyed...

because...