

Skills for Life

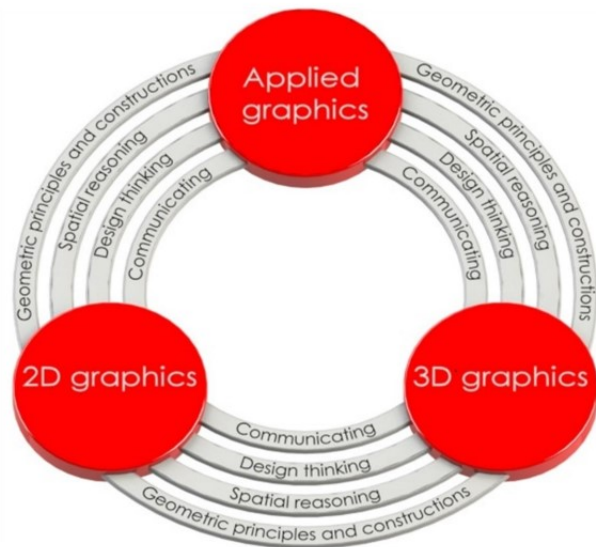
- Organisational skills
- Communication Skills
- Presentation Techniques
- Practical Problem Solving
- Neatness
- Expressing Ideas through Freehand Sketching
- Spatial Reasoning
- Design Thinking

Related Subjects

Math's
Wood Technology
Engineering
Visual Art
ICT

Technical Graphics Teachers

Mr David Maguire BtechEd (hons)
Mr Robert Moran BtechEd (hons)
Mr Niall O'Connor BtechEd (hons)
Mr Eoin O'Sullivan BtechEd (hons)
Mr Cian Hart Btech Ed (hons)



Junior Cycle Graphics

Fact Sheet



What is Graphics?

Graphics is one of the technology subjects offered at Junior Cycle. In Graphics you will learn how to represent 3-D objects on paper and on computer. You will develop problem solving and creative skills through the solution of graphical problems.

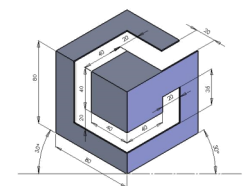


What will I learn in Graphics?

Some of the things you will learn include:

- How to produce drawings using drawing equipment, freehand sketches and computers.
- How to read and interpret drawings and diagrams.
- How graphics relate to the design and manufacture of products.

Some First Year Exercises



Nintendo

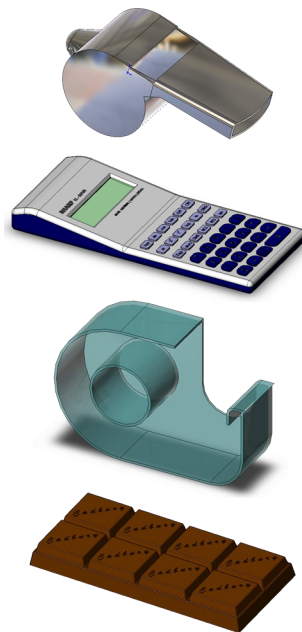
Will Graphics have anything to do with other subjects I will be studying?

Yes, Graphics will be very helpful in the study of Wood Technology, Engineering & Visual Art as each of these subjects require you to make drawings of the pieces you will be making. The problem solving and geometry you will learn in Graphics will prove very useful in Mathematics.

Some Possible Career Paths

- Architecture
- Building Construction
- Civil Engineering
- Mechanical Engineering
- Product / Industrial Design
- Graphics Design
- Drafting technician
- Computer Aided Design Technician
- Computer Generated Animation

Computer Generated Models



How will I learn Graphics in school?

Some of the things you may do with your teacher and classmates are:

- Produce neat drawings of everyday items.
- Create models of recognisable items on computer.
- Use freehand sketching, colouring and rendering to represent objects.
- Make paper/card cut-outs of items and use these to model items in 3-D.
- Work on your own and as part of a group.
- Use a textbook and worksheets.
- Organise and maintain a folder of drawings and notes.
- Produce a Graphics Project in 3rd Year.

DCG Higher Level Sample Design Assignments

