Visual Arts - Design

Year 10 at Walford Her Way

You will visually experiment and respond to a design brief, document your ideas and explore a range of designers and techniques. You will develop and apply skills using various programs and media to produce resolved works of communication design, product design and/or visual design. Examples of design topics include logo and branding design, pattern design, illustration and packaging design.

Engage Skills	Extend Knowledge	Enrich
 Think critically and analytically Think conceptually Think creatively – develop creative ideas Communicate Problem solving Document process and ideas Evaluate Personal response Reflect on own practice Draw inspiration from design works Develop and apply practical skills Explore concepts Produce a resolved works of design 	 Design brief Design specific language Develop a personal aesthetic Media & technology Communicate ideas through a variety of media Illustration, branding, advertising, packaging, product & digital design Designs and techniques 	 Workshops with local designers Excursions involving local industry Art & Design competitions School based and community projects & exhibitions SACE Art Show excursion

Assessments/Outcomes

Process Folio Practical Presentation Pitch



Pathways

Subject Pathways: Stage 1 Visual Art Design, Stage 1 Visual Art

Career Pathways: Photographer, Potter, Sculptor, Illustrator, Painter, Textile Artist, Urban Planner, Valuer, Web Designer, Architectural Draftsperson, Architect, Leadlighter, Marketing Manager, Graphic Designer, Fashion Designer, Visual Merchandiser, Printer, Textile Designer, Painter & Decorator, Millner, Jeweler, Make-up artist, Florist, Engraver, Interior Decorator, Gallery or Museum Curator, Costume Designer, Arts Manager, Advertising Executive, Industrial Designer, Multimedia Developer, Teacher, Lecturer, Historian

