

SAMPLE SCOPE & SEQUENCE

Computer Graphics and Design, LEVEL 3

Learning Design

Below is a suggested sequence of content for Computer Graphics and Design CGD315118.

This is an example only; to be used to support teachers to develop their own scope and sequence documents and associated assessment matrices that meet the learning needs of their learners.

NOTE: This course may have been amended since the development of this sample teacher resource in 2018. Please visit the [TASC website](#) for current version of the course.

Term 1

Week	Unit and Topic	Subtopic	Criteria Addressed	Criteria Assessed
1	Unit 1 Design Extension	Inspire - Contemporary designers within digital technologies		
2	30 hours	Design elements and principles Influences on design, including environmental, ethical, social and historical	C6	Formative activities and discussions
3		Sketching, model making/prototyping and graphic communication, including perspective, isometric and orthographic drawing	C4	Formative exercises
4		Team Project 1 - Investigate A Design Movement Project embeds:		C1, C2, C3, C4, C5
5				
6				

Week	Unit and Topic	Subtopic	Criteria Addressed	Criteria Assessed
7		<ul style="list-style-type: none"> Establishing briefs, individual and collaborative project management techniques Creative, critical and reflective design thinking strategies Application of design elements, design principles, manual and digital methods, materials, conventions and media appropriate to different purposes, audiences and contexts 		
8	Unit 2	Design Studios Core Project 2: Design A Beverage Product (WR 2)	C8	Formative exercises
9	Design Studios - Core	Project embeds:	C1, C2, C3, C4, C5, C6, C7, C8	C1, C2, C3, C4, C5, C6, C7, C8
10	20 hours	<ul style="list-style-type: none"> Storyboarding for design Foundation processes and systems of polygon, spline and digital sculpting 3D modelling methods 2D pixel and vector image based editors and 3D graphics applications. Sustainability and environmental considerations 		
Break				
Break				

Term 2

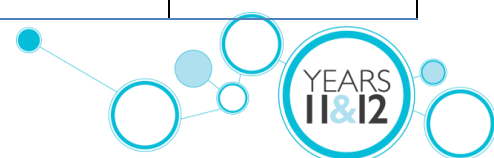
Week	Unit and Topic	Subtopic	Criteria Addressed	Criteria Assessed
1	Unit 2	Complete Design Studios Core Project		
2	Design Studios-Extension	Elective Design Studios: Design Project 3 -VFX Based Animated Sequence	C8	Formative exercises
3	50 hours	Project embeds:	C1, C2, C3, C4, C5, C6, C7, C8	C1, C2, C3, C4, C5, C6, C7, C8
4	(25 for each project)			



Week	Unit and Topic	Subtopic	Criteria Addressed	Criteria Assessed
5		<ul style="list-style-type: none"> Investigating Animation Systems Storyboarding for design Methods such as cell shading, motion capture, rotoscoping, inverse and forward kinematics, stop motion, morphing, camera walkthrough, rigging and bones as appropriate for design solution. Social and ethical considerations in design eg. Copyright And Intellectual Property For Design 		
6		Elective Design Studios: Design Project 4 - Game Asset	C1, C2, C3, C4, C5, C6, C7, C8	C1, C2, C3, C4, C5, C6, C7, C8
7		Project embeds: <ul style="list-style-type: none"> Investigating Game Asset Systems- optimization, normal mapping, and texture baking Historical evolution of design (social-C6, technical developments C7) 		
8	Exams	Includes exam preparation		
9	Exams			
10	Unit 2	Continue Design Project 4		
Break				
Break				

Term 3

Week	Unit and Topic	Subtopic	Criteria Addressed	Criteria Assessed
1		Continue Design Project 4		
2				
3	Unit 3	Submit Design project 4	C1, C2, C3, C4, C5, C6, C7, C8	C1, C2, C3, C4, C5, C6, C7, C8
4	Extended Project	Begin Extended Design Project – externally assessed		
5	50 hours			



Week	Unit and Topic	Subtopic	Criteria Addressed	Criteria Assessed
6		Within the Extended Design Project, learners must: <ul style="list-style-type: none"> construct a clear, concise design brief follow a structured iterative design process as evident in a commercial setting implement project management techniques to fulfil the project requirements within the allocated time frame prepare a presentation and written analysis for external assessment use contemporary digital design methods in the presentation of the project. 		
7				
8				
9				
10				
Break				
Break				

Term 4

Week	Unit and Topic	Subtopic	Criteria Addressed	Criteria Assessed
1		Continue project		
2		Extended project due to teachers 24/10/18		
3	Revision	Exam preparation		
4	Revision	Exam preparation		
5				
6				
7				
8				
9				
10				