

Stage 5 Graphics Technology

Core modules: Units of work

Unit title	A bite to eat
Unit indicative time	6 weeks (15 hours)
Unit outcomes	5.1.1; 5.1.2; 5.2.1; 5.2.2; 5.3.2; 5.5.2; 5.6.2
Unit context	Students are required to present their design ideas for a range of graphics required for a proposed new restaurant. Students are to show concepts and design development of a final solution using prototypes in the form of models for each component of the restaurant graphics package.
Student's prior learning	Students have used computer application software, skills in freehand sketching and practice in producing models and mock-ups.
Teaching and learning activities	A variety of media (coloured pencils, markers, paper and card) and techniques, e.g. rendering, clip art and digital photography, should be demonstrated and practiced.
	Students are required to document and explain decisions made throughout the process.
	The restaurant graphics package must include:
	 a logo incorporating restaurant name menu for lunch to include at least three each of entrée, main and
	dessert • business card
	letterhead
	window graphic
	placemat food container or packaging.
	• rood container or packaging.
	Students may use any available technology.
	A high level of presentation skills is required, the final presentation may be presented in the most appropriate method as determined by the student, e.g. portfolio, poster or display board.
	Correct work practices and OHS are discussed throughout the unit.
Resources	Teacher developed worksheets to support skills required of students to complete the unit of work.
	Text books.
	A variety of rendering materials.
	A variety of card and paper.
	Access to computers and computer applications such as <i>Word</i> particularly <i>Word</i> art and draw.
Assessment	Includes a range of presentation techniques.
	All requirements of graphics package included.
	Documentation containing all decisions made.
	The final presentation is of high quality.