**Technology COURSE DESCRIPTION**

**WHAT IS THE COURSE ABOUT?**

Technology taught in grade 10 has got defined aims, objectives and assessment criteria like the other subjects in IBMYP curriculum. The subject is focused on inquiry and problem solving process through utilizing various materials such as paper, plastic, wood, or recycling materials. The process incorporates the knowledge, research skills and design principles. During the process students may continually  develop skills involved in inventing, creating, constructing, testing, modifying and evaluating as part of the  process that ends with final product.

**The school offers two lessons on Visual Arts per week.**

**LMS Moodle site:**

http://artweb.atrium.hr/

**TOPICS:**

**MYP5**

# All around the paper

Our first unit is based on paper as medium, paper as tool, paper stuff or paper as fact. Our intention is to learn how to make paper, or use it in graphic design, investigate its history and characteristics. Most of the research students are going to do themselves and represent in classroom or online.

**Media and its impact on society**

Unit Media and its impact on society is an interdisciplinary topic between Technology and Languages that gives students the opportunity to make commercial as final product. Within the topic we will go through the process of making motion picture and investigate differences between video, movie and commercial. The starting point is Huxley’s book *Brave new world* and appurtenant quote that has to be reinterpretaded in the other media. The topic gives students opportunity to work in groups on completing final product, but each student will have to submit own design folder on the end of the topic. The online activities include journal, forums and wiki.

# All around the textile

The topic is based on recycling textiles and investigating textile scraps through implementing creative techniques. The cycle that includes investigation, design, plan, creation and evaluation is incorporated into the topic.

Designing the board game

The last topic includes creating the board game based on history or biology (last topic – ecology). As part of the topic students have to invent rules and design of the game. Topic gives opportuniti to create totally new board game in various material. Students are graded according to whole design cycle reported in design folder.

**ASSESSMENT:**

Within the assessment criteria the marking includes representation of all the stages of the design cycle, design folder made up of five sections (investigation, design, plan, creation, evaluation) and product itself.

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| **DESIGN TECHNOLOGY** | |
| **Grade** | **BOUNDARIES** |
| **1** | **0 – 5** |
| **2** | **6 – 9** |
| **3** | **10 – 15** |
| **4** | **16 – 21** |
| **5** | **22 – 26** |
| **6** | **27 – 31** |
| **7** | **32 – 36** |