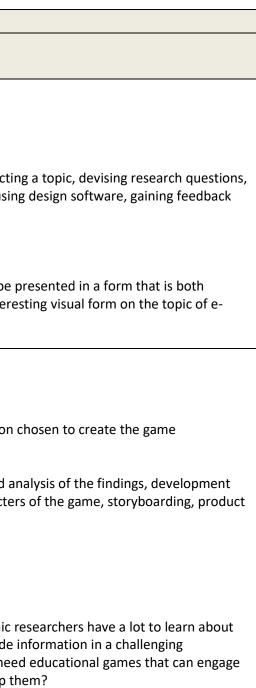
Unit title	Key concept	Related	Global context	Statement inquiry	Objectives	ATL skills	Content	
		concepts						
Presentation matters: e-waste pollution (34 hours)	Communica tion	Form, Sustainability	Scientific and technical innovation	Aesthetic consideration in the visual form leads to more effective communicatio n and can bring to consciousness better ways to preserve our environment.	A, B, C, D	Thinking: Creative thinking skills Thinking: Transfer skills Self-management: Affective skills Research: Information literacy skills Research: Media literacy skills	<ul> <li>Possible interdisciplinary connections:</li> <li>Language acquisition; language and literature; arts</li> <li>Factual knowledge:</li> <li>Design cycle, internet search skills</li> <li>Procedural knowledge:</li> <li>Effective online research, explaining the challenge, selecti research strategies, developing a design specification, usin through surveys</li> <li>Resources:</li> <li>Visual Design software</li> <li>Design situation:</li> <li>If information is to be of value to the end user, it must be understandable and exciting. Design an exciting and interdiwaste.</li> </ul>	
Educational game (36 hours)	Systems	Function Perspective	Scientific and technical innovation	The design of learning games needs to consider the requirements of the teacher and the perspective of the student, while creating interesting and innovative interactions.	A, B, C, D	Self-management: Organization skills Self-management: Affective skills Communication: Communication skills Research: Information literacy skills Social: Collaboration skills	Possible interdisciplinary connections:         Visual arts (arts); mathematics         Factual knowledge:         Gamification, CAD design, technical use of the application         Procedural knowledge:         Project management, inquiry into the target market and a with creativity of the interface, backgrounds and characte analysis         Resources:         Internet, different editors         Design situation:         It is said that schools, workplaces, families, and academic learning from computer and video games. Games provide environment and motivate the user to learn. Teachers need students and help them to solve problems. Can you help to the solve problems.	



MYP 5 Product Design								
Unit	Key concep t	Related concepts	Global context	Statement of inquiry	Objectives	ATL skills	Content	
<b>Lamp,</b> September - December, 2021	Develop ment	Function, Adaptation , Form	Globalization and sustainability Exploring sutainability in the context of building global awareness for recycled materials	Ideas may grow through process, form and adaptation of recyclable material.	All: A, B, C, D and all strands	Self management / Organization skills students should learn to set challenging and realistic goals, and also plan strategies and take necessarily actions to get it. <i>Creative thinking skills</i> Students should use brainstorming and visual diagrams to generate new ideas and inquires	Exploring includes materials in the co During this unit students will design Unit includes all elements of design o planning activities, learning about m creating objects- lamps. Starting poin Recording of activities is in notebook	
<b>Notebook</b> January, March 2022	Develop ment	Function , Sustaina bility,	Personal and cultural expression; exploring form in the context of function	Waste from one product can be u sed as a raw ma terial for another through the use of design principles and personal expression	All: A, B, C, D and all strands	Communication skills Students should give and receive meaningful feedback Organizational skill Students should learn to set challenging and realistic goals, and also plan strategies and take necessarily actions to get it. Keep an organized and logical system of information files/notebooks. Students should organize working area more carefuly. Creative thinking skills Students should use brainstorming and visual diagrams to generate new ideas and inquires	Notebook is the unit focused on key product, design principles, visual ide are introduced to book making techn techniques. Lecturing includes learni graphic design and package design. experiments with materials on pape such as folding, binding, gluing, cutti also involved as reminiscence of first press.	
<b>Graphic</b> <b>design</b> April, June 2022	Comuniti esForm, functionDimension in time and spaceComuniti esForm, functionExploring times through learning about items that belong to it.		Particular time and space may include distinctive form and communication.	All: A, B, C, D and all strands	Research / Information literacy skillsstudents collect, record and verify interdisciplinary data, and use technology systems to represent their findings.Media literacy skillsstudents demonstrate understanding of media when interprete the danaTransfer skillsUsing skills and knowledge in multiple	Unit is about exploring graphic desig in collaboration with French classes. recorded in the notebook.		

## e context of sustainability. gn led lamps for personal use. gn cycle such as inquiry, materials through experiments, point is form and function. pok.

ey terms: waste / row material, dentity and creativity. Students chniques and handmade 3D rning about history of books, n. Practical work includes per and cardboard, techniques utting and sewing. Printmaking is irst book printed on Gutenberg

## sign through making of posters es. The whole process is

			contexts / make connections between subject groups and disciplines	
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