



Year 7

Technical Drawing Skills – Rendering and Perspective

16 Lessons

Aims: Students taught the basic concepts of technical drawing skills- it serves as an introduction for the skillset they will need to have by Key Stage 4. They learn formalities like using construction lines to layout and present work, then move on to rendering and perspective drawings.

Links to KS4: The set tasks are assessed with a focus upon the drawing skills needed for a variety of DT options offered at KS4, particularly Graphics, Product Design and Resistant Material based subjects:

AO1: To understand basic principles of presentation and use of construction lines

AO2: To understand how we can add the illusion of texture to 2dimensional drawings for a sense of realism

AO3: To be able to use 1 point perspective rules to give the illusion of depth

AO4: To be able to use 2 point perspective rules to create realistic architectural designs

Key Skills	Literacy Links:	Numeracy Links:
<ul style="list-style-type: none"> To create neat looking work that acts as a foundation to folder work at KS4 To understand basic colour theory concepts To be able to do rendering for the most common materials seen in images/exams To be able to understand not everyone can draw freehand but by using the rules, everyone can do technical drawing To be able to use the rules to create perspective drawings which are accurate 	<p>Keywords: Visual language, construction, feint, angle, vanishing point, horizontal, horizon line, rendering, colour, hue.</p> <p>Students will provide written feedback to peers using skills of analysis to offer helpful advice.</p>	<p>Pace is key as student have clear time frames within which to complete the tasks. They will need to consider an approach to use of scale, proportion and perspective when creating a town centre scene.</p>
Assessment	Cross-Curricular Links	
<p>The midway assessment will focus on the 4 assessment objectives of the unit:</p> <p>AO1: To understand basic principles of presentation and use of construction lines</p> <p>AO2: To understand how we can add the illusion of texture to 2dimensional drawings for a sense of realism</p> <p>AO3: To be able to use 1 point perspective rules to give the illusion of depth</p> <p>AO4: To be able to use 2 point perspective rules to create realistic architectural designs</p> <p>The Final Outcome is assessed against the 4 bands of Excellence/Secure/Emerging/Developing on the student personal learning checklist.</p>	<p>Art, RM, PD, Maths – Accurate drawings, planning and calculating where lines cross over or meet is reliant on a set of rules which apply to geometry as well as most Design Subjects.</p> <p>SMSC opportunities and British values</p> <p>Students follow the BSI guidelines for perspective drawings.</p>	
Opportunities for further learning		
<p>Students have the opportunity to use these skills at KS4 in design as well as aid their work in Art, particularly with depth and foreshortening.</p>		
Unit Outline- See the Excel document we were given to fill in.		