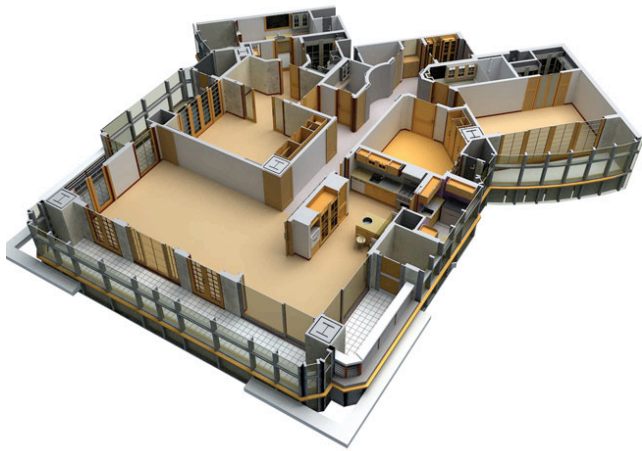

Are there any exclusions for this subject?

You may only study one Industrial Technology course. This means that you would not be able to take the Graphics course and the timber course.

How will this course help me in the future?

Drawings are all around us in everyday life, they play a pivotal role in designing and developing all objects. Having the ability to produce drawings is an employable skill that can be used in any industry. The understanding of how management structures and industries function is a great advantage to any student looking for employment.

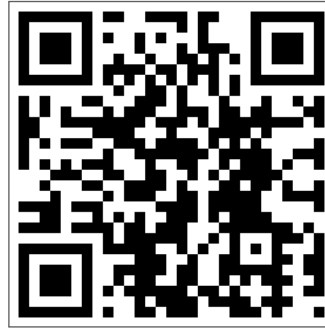


Need more information on this or other courses in the TAS faculty?

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BEDE POLDING COLLEGE
TAS DEPARTMENT

www.tasstudent.com

INDUSTRIAL TECHNOLOGY

Graphics Industries



Product Design
Engineering Drawing
Architectural Drawing

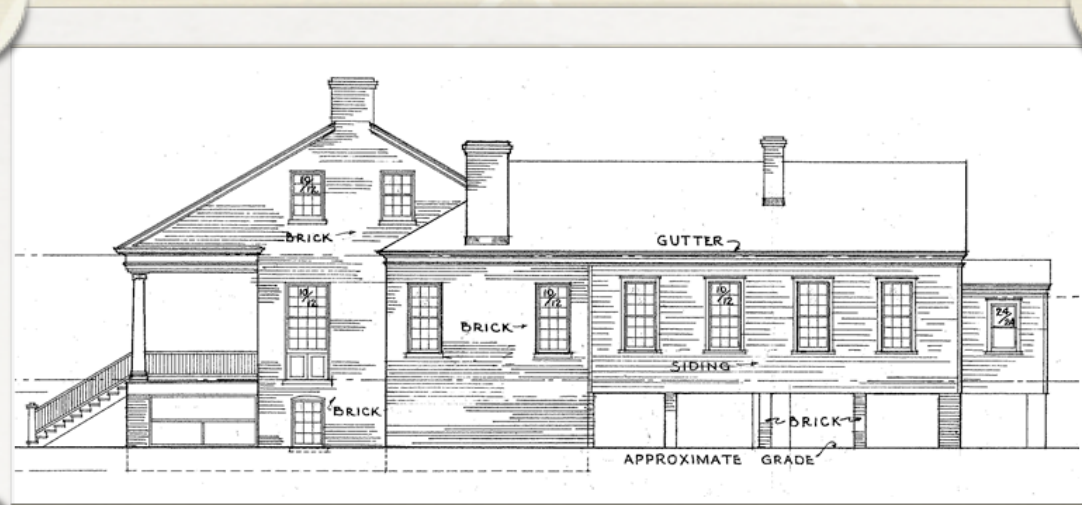
WHAT WILL I DO IN THIS SUBJECT?

Industrial Technology Graphics Industries is a practical, non-vocational, 2 Unit, Category A course. The course focuses on specific skills and knowledge associated with the Graphics industry such as:

1. Software skills (including CAD) to allow you to manage and build a major graphics project. This major project will be worth 60% of the final HSC assessment in this subject.
2. Current production techniques and technologies used in the Graphics Industry.
3. Design limitations in working with Graphics.
4. Environmental issues associated with the Graphics Industry.
5. Common management structures of companies within the Graphics industry.

In the Preliminary Course students complete project work as a means of attaining the required skills to produce a major project in the HSC year. All practical work will include an accompanying management folio which is computer generated.

Associated theoretical knowledge is gained through the study of current and past industrial practices including graphical communication and Work health and safety. Students will also study the Graphics Industry in general, covering the managerial, structural, technological and environmental issues that affect the industry. The students must also undertake an in-depth study of a company within the graphics industry and produce a report based on that study.



The study of industry and the theoretical components of the course will be examined at the HSC in a one and a half hour exam. This exam is worth 40% of the final HSC mark. The major work being 60%.

What skills will I gain from this subject?

Development of CAD software skills including *Archicad*, *Solid Edge*, *Blender*, *Sketchup*, Broad range of skills in graphical representation and communication

Development of software skills for project management using office products.

Development of Project Management Skills in working on a major project, including time management skills.

Design and development research skills in the completion of a portfolio for the major project.

How much practical and theory work is there in this subject?

Practical is 60% and Theory is 40%.

What background and skills are recommended for this subject?

There are no pre-requisites for Industrial Technology however students who have studied Graphics in 9 and 10 will find their knowledge and skills an advantage.