Curricular Area: Technologies		Subject: Graphic Communication	
National 4 (SCQF Level 4)	National 5 (SCQF Level 5)	Higher (SCQF Level 6)	Advanced Higher (SCQF L7)
Course Content	**Course Content**	**Course Content**	**Course Content**
The course develops the following: **Core Skills:** Communicating ideas graphically in 2D and 3D. Interpreting graphic communications. Using graphic equipment, software, and materials effectively. Applying knowledge of graphic communication standards and conventions. **Additional Skills:** Design skills, creativity, and visual literacy. Awareness of environmental and societal impacts of graphic technologies. **Broader Skill Development:** Activities enhance literacy, numeracy, ICT, research, planning, collaboration, critical thinking, decision-making, and self-evaluation.	In addition to the N4 content, learners will develop the following skills and knowledge: **Graphic Creation:** Creating 2D, 3D, and pictorial graphics, including preliminary, production, promotional, and informational types. **Design and Technical Skills:** Enhancing visual literacy, spatial awareness, and creativity while using graphic equipment, software, and materials effectively. Understanding graphic standards, protocols, and conventions, and applying design skills to solve tasks with some complexity. **Additional Knowledge:** Learning computer-aided techniques, colour, illustration, and presentation methods. Exploring the environmental and societal impacts of graphic communication technologies.	In addition to the N5 content, learners will further develop skills and understanding in the following areas: **Graphic Skills:** Extending understanding of 2D, 3D, and pictorial graphics in complex scenarios. Using creativity and design skills to solve graphic tasks with some complexity. Understanding the use of colour, illustration, and presentation in diverse contexts. Interpreting unfamiliar and complex graphics. **Technical Proficiency:** Using equipment, software, and materials effectively, including computer-aided and commercial/industrial practices. **Broader Impact:** Understanding the societal and environmental implications of graphic technologies.	
How will the course be assessed?	**How will the course be assessed?**	**How will the course be assessed?**	**How will the course be assessed?**
Learners must pass all the required Units, including the Added Value Unit.	Component 1: question paper 80 marks Component 2: assignment 40 marks	Component 1: question paper 90 marks Component 2: assignment 50 marks	
Career Pathways			
Graphic Communication develops a range of skills valued in the following fields: Architecture, Engineering, Graphic Designer, Web Designer, Multimedia Designer, 3D Artist/Animator, Advertising or Marketing Specialist, Illustrator, Print Production Manager, UX/UI Designer, Product Packaging Designer, Digital Media Specialist, and Film/Video Editor (with a focus on Graphics).			