

Publishing is big business

Year 9 TVET

Nauru Curriculum Footpath

Personal Pathways

Demonstrating confidence, commitment and accepting responsibility for decision making and problem solving

Learning to learn through creatively using resources and learning strategies

Working with peers and others

Communication Pathways

Mastering literacy including the primary language

Communicate knowledge and argument to a diverse audience

Community Pathways

Respecting diversity and different ways of thinking

Environments and Technologies Pathways

Applying scientific, mathematical and technological understandings

Creating and working with design, agricultural, digital and engineering technologies

Suggestions and ideas for students and teachers:

In the opinion survey students should check the hints about readability seem to be true.

See the teacher resources for more information on using samples to conduct oral opinion surveys. Collect data from adults and students comparing results.

The real brochure production activity empathises layouts and designs for purposes rather than content. Students can make the design with gobbledegook words if they like. Example might include, brochures for children, pictorial brochure, sales, informational. The Magurit Ebe task requires a brochure.

Students can include their logo or trademark symbol/name on a "Designed by" line or on a business card pinned to their product.

The judging criteria can be based on CARP and any other design rules students want to apply to brochure design.

Quality Features

High Quality

- Creatively combines a range of design concepts to create attractive brochure layouts with sufficient information spaces.
- Layout, graphical and typographical design is consistent assisting the flow of information and how the eye travels through the brochure design
- Choose computer packages which suit the job and use multiple packages or elements of packages to create high quality products. Clearly show capacity to create using advanced features of software. Able to help others use technology and /or communicate "how to" information to others.

Acceptable Quality

- Uses design principles to separate elements of the pages.
- Design has sensible placement of headings, graphics, information blocks and signatures/logos.
- With help, can use basic editing and file management skills to complete a product.

Task Rules:

Individual final products though students can collaborate on building examples throughout the task.

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Host a competition for a pamphlet design for use in the TVET Rich Tasks or for a community group, other students or a teacher. Design a logo to promote yourself as a designer or which characterises your creative design.

