



# Longfield Learning Journey



<b>Year Group: 7</b>	<b>Unit of work: Graphics</b>	<b>Term: 1.1</b>		
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<b>Skills:</b>	<b>Context:</b>	<b>R</b>	<b>A</b>	<b>G</b>
AO1: Knowledge and Understanding	Gain and understand knowledge of drawing			
AO1: Knowledge and Understanding	Gain and understand skills and knowledge for rendering			

<b>Content: Isometric drawing and rendering</b>	<b>R</b>	<b>A</b>	<b>G</b>
<b>A</b> – Differing types of 3D drawing			
<b>B</b> – Isometric drawing			
<b>C</b> – Adding rendering to a drawing			

<b>K</b> <i>What you know</i>	<b>W</b> <i>What you want to know</i>	<b>L</b> <i>What have you learned</i>