Curriculum Map GIS 2019 - 2020	Qualifications: MYP	
Subject: Design	Subject Leader: Nicola Muller	

Units	MYP1	MYP2	мурз	мур4	мур5
Unit 1	Game Design - Software engineering	Game Design - Software engineering	Music/Dance Video - Software Engineering	Coding Beyond Scratch - Software Engineering	Personal Project - Software Engineering for
Terms	KC: Communication	KC: Communication	KC: Development	KC: Communication	Climate Change
1 and	RC: Function and Innovation	RC: Function and Innovation	RC: Innovation	RC: Function	KC: Communities
2	GC: Scientific and technical innovation	GC: Scientific and technical innovation	GC: Scientific and technical innovation, Fairness	GC: Languages and Linguistic Systems	RC: Innovation
	SOI: Students will understand that programming	SOI: Students will understand that	and Development	SOI: Students will understand that machine	GC: Globalisaton and Sustainability
	is a powerful tool through an inquiry into the	programming is a powerful tool through an	SOI: Students will understand that programming	languages serve a number of different purposes	SOI: Students will understand that creative use or
	development of educational games Criteria: A, B, C, D	inquiry into the development of educational	can be used as a powerful tool for communication through an inquiry into the development of music	through an inquiry into the usage of them in different contexts	existing ideas can lead to innovative solutions to world problems through an inquiry into the impacts
	ATL: Thinking, Social, Communication, Self-	games Criteria: A, B, C, D	videos	Criteria: A. B. C. D	of current fire fighting techniques in the Amazon
	management	ATL: Thinking, Social, Communication, Self-	Criteria: A, B, C, D	ATL: Thinking, Social, Communication, Self-	and technological solutions
	Content: Analyse products, develop technical skills	management	ATL: Thinking, Social, Communication, Self-	management, research	Criteria: A, B, C, D
	in Scratch, planning, development of programme	Content: Analyse products, develop technical	management	Content: Analyse existing products, develop	ATL: Thinking, Social, Communication, Self-
	and evaluation	skills in Scratch, planning, development of	Content: Analyse existing products, develop	technical skills in Scratch, develop technical skills	management, research
		programme and evaluation	technical skills in Scratch, discuss intellectual	in Python, discuss intellectual property, planning,	Content: Identify needs of people involved in globa
		'	property, planning, development and evaluation of	development and evaluation of programme	issues, develop technical skills in Scratch and
			programme		Python, develop design brief and initial ideas for
					solutions, develop programming solution and
					evaluate
Unit 2	Chromebook Bags - Textiles	Chromebook Bags - Textiles	Flashy fashion - Textiles and Technology	School Information System - Graphic Design	School yearbook - Graphic Design (digital)
Terms	KC: Development	KC: Development	KC: Communication	(digital)	KC: Communities and communication
3 and	RC: Form, Function	RC: Form, Function	RC: Markets and trends	KC: Communication	RC: INvention, resources
4	GC: Sustainability SOI: How does function affect a design?	GC: Sustainability SOI: How does function affect a design?	GC: Cultural expression, community SOI : How can technology be integrated in the	RC: Markets and trends, Adaption GC: Collaboration, communities, communication	GC:Sustainability SOI: How can we mark the passing of time using
	Criteria: A, B, C, D	Criteria: A, B, C, D	textile fashion world?	SOI : How can imagery and information capture	digital records?
	ATL: Thinking, Social, Communication, Self-	ATL: Thinking, Social, Communication, Self-	Criteria: A. B. C. D	the feeling of our school and help us in our daily	Criteria: A, B, C, D
	management, research	management, research	ATL: Thinking, Social, Communication, Self-	life?	ATL: Thinking, Social, Communication, Self-
	Content: analysis of existing product, draw design	Content: analysis of existing product, draw	management, research	Criteria: A, B, C, D	management, research
	ideas, present a final design, research techniques	design ideas, present a final design, research	Content: Research of market, product research,	ATL: Thinking, Social, Communication, Self-	Content: Identify needs and make a logical plan,
	and processes, make the product and evaluate	techniques and processes, make the product and	media and technique research/experimentation,	management, research	develop design brief and specification, develop
		evaluate	develop design ideas and present final design, and	Content: Identify needs and make a logical,	design ideas and present final design, collaborate
			evaluation	develop design brief and specification, develop	with client and perfect design, evaluate, research
				design ideas and present final design, collaborate	techniques needed for production and make
				with school and perfect design, evaluation	product, evaluate
Unit 3	Robot Maze - Electronics	Robot Maze - Electronics KC: Development	Repurposing electronics KC: Communities	Enterprise	Innovation Project KC: Communities and communication
Terms	KC: Development RC: Resources	RC: Development RC: Resources	RC: Communities RC: Ergonomics, form	KC: Communication RC: Collaboration, perspective	RC: Invention resources
5 and	GC:Sustainability, personal and perspective,	GC:Sustainability, personal and perspective,	GC: Sustainability	GC: Scientific and technical innovation	GC:Sustainability
6	SOI:Can we create our own machine using basic	SOI: Can we create our own machine using basic	SOI: Can we repurpose used electronics to benefit	SOI: How can we be entrepreneurs in our school	SOI: How can we use innovation to better our
	electronics and recycled materials to successfully	electronics and recycled materials to	our society?	environment?	world?
	navigate a maze?	successfully navigate a maze?	Criteria: A, B, C, D	Criteria: A, B, C, D	Criteria: A, B, C, D
	Criteria: A, B, C, D	Criteria: A, B, C, D	ATL: Thinking, Social, Communication, Self-	ATL: Thinking, Social, Communication, Self-	ATL: Thinking, Social, Communication, Self-
	ATL: Thinking, Social, Communication, Self-	ATL: Thinking, Social, Communication, Self-	management, research	management, research	management, research
	management, research	management, research	Content: Moodboards and market research, draw	Content:	Content:
	Content: Research of market, state problem,	Content: Research of market, state problem,	design ideas, research techniques and processes		
	media and technique research/experimentation,	media and technique research/experimentation,	within card construction, present a final design,		
	develop design ideas and present final design,	develop design ideas and present final design,	make and evaluate		
	make product and evaluation	make product and evaluation			