

IT DESIGN									
pMYP - Year 1									
Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content	Nr. of lessons (voluntary)	
<b>Classroom Walls</b>	Development	Sustainability	Fairness and development	We must evaluate the role played by individual parts of the systems we belong to, if we hope to improve them.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Research Thinking	- introduction to design cycle - CRAAP test - how to know if the source is reliable? - what software is there for graphic design - gimp, canva, office...	11
<b>Programming for the future</b>	Communication	Collaboration Innovation Markets and trends	Scientific and technical innovation	Collaboration and communication brings technical innovations that leads new trends	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Communication Social Self-management	-introduction to programming -different programming languages - scratch - trends - innovation and technology	10
<b>Can we save the climate?</b>	Communities	Adaptation Perspective Resources	Globalization and Sustainability	Communities around the world adapt and use their resources differently to tackle a common challenge of climate change.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Social Research	- climate change research - presentation software - powerpoint - how to convince people	12
MYP1 - Year 2									
Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content		
<b>Everybody can code</b>	Development	Innovation Invention	Orientation in Space and time	Digital citizenship can be developed through innovative uses of coding and gamification within virtual environments.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Self-management Thinking Research	- tenants of design - importance of digital citizenship - storyboard - developing programming skills in scratch - reflect on the process and refine it	11
<b>What can data tell us?</b>	Systems	Evaluation Function	Identities and relationships	Data's function is to evaluate the systems and to help us better understand the relationships between variables.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Communication Thinking	- basics of data analysis - graphs and charts from spreadsheets - evaluation techniques	12

<b>What does a logo tell you?</b>	Communication	Form Function	Personal and Cultural expression	Personal artistry can plan for form and function to directly communicate an idea or concept.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Communication Social	- various visual representation skills -basic colour theory - basic symbolism to express an idea in multiple ways - workflow from concept to prototype - branding techniques - design software	10
-----------------------------------	---------------	---------------	----------------------------------	--	--	---------	----------------------	---	----

### MYP2 - Year 3

Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content		
<b>Can you sell yourself?</b>	Communication	Perspective Markets and trends Ergonomics	Identities and Relationships	Ergonomics of a website helps to communicate your identity and persepective to a viewer.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Self-management Communication	- website creation - google sites - personal portfolio - planning	9
<b>How might stickers help a good cause?</b>	Communities	Collaboration Evaluation	Globalization and Sustainability	Promoting charities by collaborating on creation of stickers can help our communities.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Communication Thinking	-fundraising - graphic design of a sticker to promote a charity - do consumer needs influence design or vice versa	13
<b>Advertising and Commercials</b>	Connections	Ergonomics Invention	Scientific and technical innovation	Inventing an advertisement or a commercial creates a connection between designer and a consumer.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Research	- key advertising techniques - role of advertising design - video/animation creation	11

### MYP3 - Year 4

Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content		
<b>Who am I?</b>	Development	Perspective Adaptation	Identities and relationships	We create our own identity through personal development and different perspectives of other people.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Communication Research Thinking	- Identity - presentation tools - basics of video formatting - basics of research - introducing design cycle	12

<b>Band Posters</b>	Communication	Markets and Trends	Orientation in Space and Time	Every era has different visual trends & aesthetics which can tell us a lot about society at the time.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Self-management Communication Research	-Graphic Design -Poster Layout - gimp - Canva -InkSpace	12
<b>Creating a virtual playground</b>	Communities	Resources Sustainability	Fairness and Development	Resources should be created to promote development of sustainable play in our communities.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Social Communication	- importance of play - playground design - improving programming skills - virtual playground in scratch	8

### MYP4 - Year 5

Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content		
<b>Google Doodle</b>	Systems	Form Function	Personal and Cultural Expression	"We can add beauty by changing the form of existing products without changing their function."	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Social Resarch	This unit will mostly focus on digital design/illustration and research. Students may extend themselves by adding animation skills.	11
<b>Programming a Global Citizenship message</b>	Development	Adaptation Sustainability	Globalization and Sustainability	Digital citizenship can be developed through adaptation of coding and gamification within virtual environments.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Self-management Thinking	-Digital Citizenship -The need for Creative Commons licensing -The importance to engage digital users -Design an engaging video game or animation product -Programme / Code	11
<b>Can designers help people to share their feelings?</b>	Communication	Collaboration Form Invention	Identities and Relationships	The form of the product can help with the invention to enable people to communicate their feelings.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Communication	-mental health issues - ppt - presentation software - animations - leaflets	11

### MYP5 - Year 6

Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content		
<b>Memes as a cultural expression of our age</b>	Communities	Innovation Markets and Trends	Personal and Cultural Expression	People in communities create innovative ways of expressing themselves and hence crate a new trend.	Ai,ii,iii,iv, ii,iii,iv ii,iii,iv Di,ii,iii,iv	Bi, Ci,	Research Self-management Thinking	- Eras and tends in art - history of memes - graphic design - focus on collage and work with text	12

<b>Human Rights Poster Design</b>	Creativity	Resources	Fairness and Development	We can use our power and privilege, along with creativity, to make resources which can lead to positive change	Ai,ii,iii,iv, ii,iii,iv, ii,iii,iv, Di,ii,iii,iv	Bi, Ci,	Communication Social	- Basic graphic design skills, focusing on design principles - Basic illustration skill, focussing on creating a vector images. - Basic typography skills, focussing on kerning.	9
<b>Website to promote service</b>	Development	Ergonomics Evaluation	Scientific and technical Innovation	Development of an ergonomic website is an innovative approach to make people aware of current issues.	Ai,ii,iii,iv, ii,iii,iv, ii,iii,iv, Di,ii,iii,iv	Bi, Ci,	Research Self-management	- website design skills - research and planning methods: tables, flow charts and diagrams - advertisement and promotion - what is service all about?	12

**PRODUCT DESIGN**

**pMYP - Year 1**

Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content
<b>My perfect Cup</b>	Development	Form Function	Personal and cul	When designing a new p	A: i, ii, iii, iv B: i, ii, iii, iv C: i, ii, iii, iv D: i, ii, iii, iv	Research skills Creative-thinking skills Organisation skills	- Completing every strand of the MYP Design Cycle. - Creating the Prototype - Research, presentation about Slovak pottery
<b>Personal photo frame</b>	Communication	Function Perspective Sustainability	Identities and rel	By using the design cycle	A: i B: ii, iii C: i D: ii, iii	Communicatio skills Problem solving and thinking skills	- Introducing the design cycle as a problem-solving to
<b>Send a Message</b>	Communities	Adaptation, Pers	Personal and cul	We may apply perspecti	A: i, ii, iii, iv B: i, ii, iii, iv C: i, ii, iii, iv D: i, ii, iii, iv	Communicatio skills /Listen a Organisation skills Reflection skills	This unit connects literature - reading texts - Greek M

**MYP1 - Year 2**

Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content
<b>Custom Covers</b>  Process journal title page	Communication	Adaptation Innovation	Identities and rel	A mass-produced produc	A: i B: ii, iii C: i D: ii, iii	-Creative-thinking skills -Organisation skills	Design the surface cover for your Process journal (notebook, possibly phone) Use collage for designs, final product out of self-adh
<b>Toy story</b>	Systems	Resources Invention	Globalisation and	Individuals can solve des	A: i B: ii, iii C: i D: ii, iii, iv	Open-minded Caring	Designing a toy using materials found at home. Focus on reuse. <a href="https://www.instructables.com/Making-Quality-Toys-">https://www.instructables.com/Making-Quality-Toys-</a> <a href="https://www.youtube.com/watch?v=MAVI-ny3OE0&amp;l">https://www.youtube.com/watch?v=MAVI-ny3OE0&amp;l</a>
<b>Bridging the Gap</b>	Development	Form Function	Scientific and ted	Advances in engineering	A: i, ii, iii, iv B: i, ii, iii, iv C: i, ii, iii, iv D: i, ii, iii, iv	Collaboration skills Critical and Creative thinking skills	Construct a bridge made entirely from wooden skewer

MYP2 - Year 3							
Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content
<b>Architecture Pop-up Card</b>	Systems	Form Function	Personal and cul	Delicate structures can c	B: ii, iii, iv C: i, ii, iii, iv D: iii	Open-minded Selfmanagement	Creating a paper pop-up object (transforming 2D into
<b>Baby Mobile</b>	Development	Form Function	Identities and rel	People use locally availa	A: i, ii, iii, iv B: i, ii, iii, iv C: i, ii, iii, iv D: i, ii, iii, iv	Research skills Reflection skills	- research in products - ergonomics, safety - age consideration - designing a baby mobile - focus on textile design - work with textile – Felting,
MYP3 - Year 4							
Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content
<b>Magic Moment Pop-up Object</b>	Systems	Form Function	Personal and cul	Delicate structures can c	B: iii, iv C: i, ii, iii, iv D: i, iii, iv	Open-minded Selfmanagement	- Adapting and combining basic pop-up structures to <a href="https://vimeo.com/98760774">https://vimeo.com/98760774</a> Using pop-up structures Inspiration: German professional paper engineer Pet
<b>Wall Tile</b>	Communities	Adaptation Sustainability	Orientation in space and time	We project aspects of ou	A: i, ii, iii, iv B: i, ii, iii, iv C: i, ii, iii, iv D: i, ii, iii, iv	Research skills Creative-thinking skills	Design a tile for a wall aimed to be a part of an archit
<b>New out of Old</b>	Form	Function Sustainability (Ergonomics)	Globalisation and	Innovative use of existin	A: i, ii, iii, iv B: i, ii, iii, iv C: i, ii, iii, iv D: i, ii, iii, iv	Critical thinking skills Creative thinking skills Selfmanagement	Design a functional product from recycled material/ p
MYP4 - Year 5							
Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content
<b>You eat with your</b>	Communication	Perspective Collaboratin	Fairness and dev	Designers can communic	A: ii B: i, ii, iii, iv C: ii, iii D: ii, iv	Collaboration skills Critical and Creative thinking skills	Promotion idea to boost take-away & delivery. Your g
<b>Busy Box Activity board</b>	Systems	Innovation Invention	Orientation in sp	The function of systems	A: i, ii, iii, iv B: i, ii, iii, iv C: i, ii, iii, iv D: i, ii, iii, iv	Information literacy skills Media literacy skills	Designing an interactive pannel – for younger childre
<b>Paper in focus</b>	Systems	Ergonomics Innovation	Globalisation and	Product Design is influer	A: i, ii, iii, iv B: i, ii, iii, iv C: i, ii, iii, iv D: i, ii, iii, iv	Creative thinking skills Transfer skills	- Accomplish design solutions from used materials - F - Design a functional product of your choice
MYP5 - Year 6							
Unit title	Key concept	Related concepts	Global contexts	Inquiry statement	MYP Subject groups Objectives	ATL Skills	Content



