

2022-2023 Design Subject Group Overview

MYP Year	Subject Group	Unit Title	Hours	Key Concept	Related concept(s)	Global Context	Statement of Inquiry	Objectives	ATL Skills	Content
1	Design (College & Career Readiness)	Unit 1: Envisioning Success	17	Development	Adaptation	Identities & Relationships	By exploring ourselves, our interests, our talents and our motivations we can begin to think about our future contributions to society.	Cii, iii, iv	Communication, Research	§127.2(c)(3) – The student investigates the professional skills needed for college and career Success
1	Design (College & Career Readiness)	Unit 2: College and Other Postsecondary Options	17	Systems	Perspectives	Orientation in Space and Time	By creating a clear picture of my future, I can plan goals.	Aiv, Biv, Ciii, Div	Social, Research,	§127.3(c)(2) – The student analyzes college and career opportunities.
1	Design (College & Career Readiness)	Unit 3: Career Clusters and High School Endorsements	17	Systems	Adaptation, Perspective	Personal and Cultural Expression	Knowing the perspective of what the markets and trends are, We can better position ourselves for success..	Bii, Biii, Civ	Thinking	§127.3(c)(2) – The student analyzes college and career opportunities.
1	Design (College & Career Readiness)	Unit 4: Community	17	Communication	Collaboration,	Personal and Cultural Expression	We are all members of different communities and define ourselves through them.	Ai, Cv, Diii	Social, Research, Communication	§127.2(c)(3)(6) – The student develops skills for professional success.
1	Design (College & Career Readiness)	Unit 5: Finances	17	Systems	Markets and Trends, Perspective	Orientation in Space and Time	By understanding market trends and the academic language of finances we can avoid the pitfalls that catch many adults out.	Biv, Dii	Self-Management,	§127.2(c)(3)(6) – The student develops skills for professional success.

2	Design (Engineering)	Living in a Digital World	15	Communication	Evaluation	Identities & Relationships	Proper communication online requires an evaluation from its senders especially if it involves the physical, psychological, and social development of children.	Cii, iii, iv	Communication, Self-Management, Research	130.402. Principles of Applied Engineering 1B, 3A, D
2	Design (Engineering)	Engineering as a discipline	15	Development	Adaptation, Invention	Scientific & Technical Innovation	Invention and adaptation in engineering lead to the development of processes and solutions.	Aiv, Biv, Ciii, Div	Social, Research, Communication	130.402. Principles of Applied Engineering 2A-G, 5 A-D
2	Design (Engineering)	We Built This City: Intro to CAD	10	Systems	Markets and Trends, Perspective	Personal and Cultural Expression	Knowing the perspective of what the markets and trends are, an entrepreneur can create a system for business.	Bii, Biii, Civ	Thinking	130.402. Principles of Applied Engineering 10A-H
2	Design (Engineering)	Robot: Dancing Machine	25	Communication	Invention	Scientific & Technical Innovation	The invention of products, processes, and solutions develops the world.	Ai, Cv, Diii	Communication, Thinking	130.402. Principles of Applied Engineering 1A-E, 6A-E
2	Design (Engineering)	Robotics	15	Systems	Collaboration, Innovation	Orientation in Space and Time	Collaboration, human capability, and the development of systems are integral to the innovation of robotics.	Biv, Dii		130.402. Principles of Applied Engineering
3	Design (Engineering)	Living in a Digital World	20	Communication	Evaluation	Identities & Relationships	Proper communication online requires an evaluation from its senders especially if it involves the physical, psychological, and social development of children.	Cii, iii, iv	Communication, Self-Management, Research	130.302 Principles of Information Technology-1C, 3E-H, 4A-C, 11A-B, 13A,F

3	Design (Engineering)	Working Day and Night	20	Development	Evaluation	Identities & Relationships	People that develop their efficacy and agency tend to thrive in their careers.	Ai, Bi, Cii, Diii	Communication, Social, Self-Management, Research	130.302 Principles of Information Technology 1A-C, 2A-C, 3B-C, 4B-C, 5G, 7A-C
3	Design (Engineering)	Don't Stop Believing, Excel!	20	Communication	Adaptation, Function	Scientific & Technical Innovation	Adaptation of systems in the information age supports its function.	Cii	Research	130.302 Principles of Information Technology 7A,B,C, 8A-F, 13A-F
3	Design (Engineering)	All of the Lights: Webpage Design and Publishing	20	Communication	Collaboration, Function	Personal & Cultural Expression	The beauty of collaboration and communication is that they maintain function.	Aiv, Biii, Civ, Div	Communication, Social, Self-management, thinking	130.302 Principles of Information Technology 1A-D,G, 12A-E
1 2 3	Design (graphic design)	Unit 1: Introduction/ Review the Tools of InDesign	40 (1) 20 (2) 20 (3)	Systems	Function	Identities & Relationships	The functionality of a system relies upon the user's understanding of its parts and the relationship of the parts to each other.	Biv., Cii.	Creative-thinking Skills	TEKS 126.41: 1A, 2A, 4A-F, 6Ei.-6Eiii.
1	Design (graphic design)	Unit 2: Using Typography to Communicate Meaning	40	Communication	Function	Personal & Cultural Expression	Symbols, such as the letters of the alphabet, function as vehicles for expressing verbal <i>and</i> visual meaning to communicate a message.	Bii., Ciii.	Self-management, Thinking, Communication	TEKS 126.41: 1B, 2D, 3B, 4A-F, 5A-D, 6Bi., 6Bii., 6Ci., 6Cvi., 6Dii., 6Div., 6Dv., 6Eii., 6Eiii., 6Eiv, 6Evi., 6Fii., 6Fiii., 6Hi., 6Hiv.

2 3	Design (graphic design)	Unit 2: Applying the principles of design using InDesign tools	40	Development	Invention	Identities & Relationships	Invention is inspired by the development of creative ideas identified as deviating from the norm.	Aiv., Bii., Biv., Cii., Ciii.	Research, Communication	TEKS 126.41: 1B, 2A, 2D, 3B,3C,4A-E, 5C&D, 6Ci.-6Cvi., 6Di.-6Dv., 6Ei.-6Ev., 6Hi., 6Hiv., 6Hvi.
2	Design (graphic design)	Unit 3: Introduction to Photoshop	25	Development	Perspective	Personal & Cultural Expression	Personal development is influenced by ones perception of the world and how one relates to it.	Cii.	Creative- thinking skills, Research	TEKS 126.41: 1B, 2A, 2D, 3A, 3C, 4A-F, 5A-D, 6Ciii.-6Cvi., 6Fi.-6Fiii., 6Hiv.
3	Design (graphic design)	Unit 3: The Interactivity of Design	25	Systems	Perspective	Orientation in space and time	Interactive design has the capacity to shift a viewer's perspective by systematically manipulating the viewer's orientation in space and time.	Ci., Ciii.	Self- Management	TEKS 126.41: 1C, 4B-F, 5C, 6Bi, 6Bii., 6Cii., 6Eii., 6Fii., 6Fiii., 6Hii.