



National College of Art & Design

MODULE DESCRIPTOR

Professional Practice: Education 6 (Module Code ED3-4)

Credits	5	Course	BA Education
Level (NQAI Framework)	8	Faculty	Education
Stage	2	Module Leader	T. Murphy
Semester	1	Module Coordinator	T. Murphy

Unit 1: Visual Arts for the Classroom - Digital Media VAC

This unit will provide students with an appropriate level of competence in the use of a variety of digital media resources, both software and hardware, with a view to equipping students with both technical knowledge and confidence to implement lessons that exploit digital technology in the classroom.

Unit 2: Visual Arts for the Classroom - 2D Studies (VAC)

Unit 3: Visual Arts for the Classroom - 3D Studies (VAC)

The framework for these VAC units is determined by the learning outcomes below. Each VAC will have its own specific guidelines and brief, which reflects the materials and relevant skills of that VAC. The orientation of each is to develop appropriate levels of understanding of processes and application of skills in the 2d and 3d domains, such as will provide a platform of learning for second-level pupils.

In each unit, students will develop strategies for enhancing the **literacy and numeracy** capacities of learners through art and design.

What will I learn?

On completion of Unit 1, students will be able to -

- Produce visually stimulating PowerPoint Presentations for use in the classroom with special regard for the delivery of Art History lessons.
- Combine the use of digital photography and Adobe Photoshop in the production of digitally manipulated imagery.
- Demonstrate an understanding of the basic principles of animation through the production of a stop motion film.
- Demonstrate an understanding of the principles and basic techniques in the filming, editing and production of a short film using a digital camera and editing programme.

On successful completion of Units 2 and 3 students will be able to: -

- Explore fully the VAC at a level appropriate to their development as artists/designers
- Demonstrate an application of the key art and design elements into two and three dimensions, as determined by the unit.

<ul style="list-style-type: none"> • Demonstrate their understanding of the VAC content from the level of artist designer to its practical application within the classroom setting. • Apply art and design teaching to the development of learners' literacy and numeracy capabilities. 		
How will I learn?		
Studio-based projects Tutorials Group Critiques Seminars Lectures Site visits Other learning methods specific to module...		HRS/ Semesters
Contact hours		60
Autonomous Student Learning /self-directed study		40
Total Workload		100
How will I be assessed?		
	% of Final Grade	Timing
Group work throughout module	100	Duration of module
Total	100	
What happens if I fail?		
Resit Opportunities		
Autumn exam		
Remediation		
If you fail this module you may repeat, resit, or substitute where permissible		
Am I eligible to take this module?		
Module Requisites and Incompatibles		
Pre-Requisite: None		
Required : Successful completion of year 2 modules (60 credits) or equivalent prior learning		
Co-Requisite: None		
Incompatibles: n/a		
Prior Learning		
Requirements:		
Excluded:		
Recommended:		
Should be prepared to participate fully in all course activities including visits		
When and where is this module offered?		
Timetabling information is displayed only for guidance purposes, relates only to 2013/14 and is subject to change.		
Education classroom	Semester 2 (Feb-May)	