



Term	Week	STAGE 5 VISUAL DESIGN – 2026 SCOPE & SEQUENCE
1	1	<b>TASK 1: INTRODUCTION TO VISUAL DESIGN</b>
	2	Outcomes 5.1, 5.2, 5.3, 5.4, 5.5, 5.6, 5.9, 5.10
	3	Design Basics: Discussion and research, series of exercises showing an understanding of elements and principles of design, composition, and design process.
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	5	Major Assessment: Lunar New Year red envelope design and Zodiac Mask
	6	Illustration techniques: sgraffito, watercolour, coloured pencil focus on art elements and design principles.
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2	1	<b>TASK 2: MELTY BEADS COLLECTION OF WORKS</b>
	2	Outcomes 5.1, 5.2, 5.3, 5.4, 5.5, 5.6, 5.7, 5.8, 5.9, 5.10
	3	Artist case study: Students study and take inspiration from Artist/Designer Rachel Burke’s recent body of work and exhibition “Thanks for Nothing”. Students create a collection of works using melty beads to capture emotions, and utilise familiar Chinese and Australian phrases/slang.
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	7	Major Assessment: Collection of works using Melty Beads. Individual and group exhibition as well as portfolio of work documenting design process.
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3	1	<b>TASK 3: KITE DESIGN</b>
	2	Outcomes 5.1, 5.3, 5.4, 5.5, 5.6, 5.7, 5.9
	3	Students design a kite inspired by Australian artist Mulga’s aesthetic. Each student chose their own animal to personify and used acrylic paints and Posca markers to portray their understanding of colour theory, line and pattern.
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	7	Major Assessment: Finished kite and portfolio of work documenting the design process.
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4	1	<b>TASK 4: CHILDRENS’ TOYS AND FESTIVE DECORATIONS</b>
	2	Outcomes 5.1, 5.2, 5.4, 5.5, 5.6, 5.7, 5.8, 5.9, 5.10
	3	Students analyse different design considerations for 3D forms in the form of childrens’ toys / holiday décor. Students hand-embroider a range of textile forms using different fabrics, threads and embellishments.
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	5	Major Assessment: Collection of childrens’ toys and festive decorations.
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