|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Unit title** | **Key concept** | **Related concepts** | **Global context** | **Statement of inquiry** | **MYP subject group objectives** | **ATL skills** | **Content (topics, knowledge, skills)** |
| Architectural forms and development of fine motor skillsPreMYP | Time, place and space Culture | Adaptation resources | Identities and relationship | Influenced by Architectural structures to develop the fine motor skills, precision using collage technique. | A: i, ii, ivB: i, ii, iii, ivC: iiD: i, ii, iii, iv | Research andInvestigationSkillsProblemsolving andthinking skills | Learning to compare periods of Art history, improving the technical skills and fine motor skills by using ruler and sizzors. |
| MasksMYP 1 | Culture | Form | Personal and cultural expressions | Societies around the world express their values and beliefs in a variety of visual cultures. | A: iii , ivB: i, ii, iiiC: ii, ivD: ii, iii | Research andInvestigationSkills,Reflection | About different cultures masks, plaster casting, clay form, negative shape |
| Ceramic design of mosaic on theme: “my family”MYP2 | Relationships | Form Innovation | Identity and relationships | Value of ceramic mosaic in history of art and design of ceramic mosaic on the theme:” my family”. | A: i, ii, iii , ivB: i, ii, iii, ivC: i, ii, iii, ivD: i, ii, iii, iv | Creative thinking skillsSelf-management Research skills | Process of making mosaic from sketches, technical proposal to actual work with clay and final glazing. |
| Design a functional product from recycled materialMYP4 | Form | FunctionErgonomicssustainability | Globalisation and sustainibility | Design a functional product from recycled material/ plastic or paper. | A: i, ii, iii , ivB: i, ii, iii, ivC: i, ii, iii, ivD: i, ii, iii, iv | Critical thinking skills Creative thinking skillsSelfmanagment  | Learn to accomplish design solution and estimate objectively skills of student themselves from sketches to the final design. |
| A HatMYP 3 | Communication | InventionForm | Fairness and development  | The Hat makes a man. | A: i, ii, iiiB: i, ii, ivC: ii, iii, ivD: ii, iii | Organization skillsProblemsolving andthinking skills | History of a hats design, 3D forms, design drawing, paper work |
| Wall tile for architecture inspired by particular Bauhaus artistMYP5 | Aestetics | Adaptation Innovation | Orientation in time and space | Design a tile for a wall aimed to be a part of an architectural space influenced by work of an artist acting at Bauhaus. | A: i, ii, iii , ivB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Organization skills,Reflection skillsMarkets and trends | Design process thinking based on comprehensive reasearch, analyze of artist, sketches, design proposal, making of the final tile from plaster and visualization in architectural space. |
| Am I a Good Presenter?pMYP | Communication | FormEvaluationInvention | Personal and cultural expression | Students will understand basic presentation’s rules/criterions. They’ll evaluate presentations and suggest changes. | A: i, ii, iii , ivB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Creative thinking, Critical thinking,Research, Self management | The idea of presentations – why we are using them,Parts of presentations,Presenting |
| Educational applicationpMYP | Development | FormEvaluationInvention | Personal and cultural expression | Still will learn how to resolve a problem. They will understand basic concept of programming and algorithm and they will create meaningful and useful educational application. | A: i, ii, iii, ivB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Creative thinking, Critical thinking,Self management | AlgorithmInstructionsManualsPython |
| Shapes are EverywhereMYP 1 | Systems | InnovationInventionFormAdaptation | Personal and cultural expression | Students will understand main principle of drawing, bitmap and vector graphics. | A: i, ii, iii, ivB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Creative thinking, Critical thinking,Research, Self management | Vector and bitmap graphics,Vector tools,Bitmap tools,Project,Vector and bitmap graphics,Vector editors,Tools, |
| This is my computer! And what does this key do?MYP 1 | Communication | EvaluationInventionPerspective | Scientific and technical innovation | Introduction to computers include basic information about computers, parts and types of commputers and about basic work in operating system. | A: iB: iC: i, iiD: i, ii, iii | Thinking skills, Communication skills,Research skills | Parts of computer,Technical parts of computers,Types of computers,Files and directories,Shortcuts,Short history of computers, and important people in computer science |
| Programming with Python turtleMYP 2 | Logic | EvaluationInnovationInvention | Scientific and technical innovation | Students will learn how to use Python turtle, using IDLE programming enviroment and they will learn basic algorithms. Using symple turtle commands, they will gradually learn to use basic Python commands. | A: iB: i, iiC: ii, iii, iv, vD: ii | Creative thinking,Communication skills | Python IDLE, module turtleUsing python turtle to draw shapes, using basic python commands,loop, nested loopsconditions |
| Do you see and do you hear?MYP 2 | Creativity |  CollaborationFormInvention | Personal and cultural expression | Students will learn basic theoreticall information about audio and video. They will create final project. | A: i, ii, iii, ivB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Creative thinking, Critical thinking,Social skills,Self management | GIMP,Raster graphics,Vector graphics,Inkscape,Audacity,Video editor,iMovie(optional) |
| Promote yourself or company onlineMYP 3 | Communication | FormEvaluationInvention | Scientific and technical innovation | Students will learn, why online presenting is important (especially nowadays). They will learn which form we can use and they will be able to create simple webpage. | A: i, ii, iii, ivB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Self management,Communication,Research | HTML,CSS,JavaScript(optional) |
| Let´s create your own program part 1MYP 3 | Development | InventionInnovationEvaluationAdaptation | Scientific and technical innovation | Students will learn first higher programming language. They will use knowledge from previous programming languages (Imagine, Karel). | A: i, ii, iiiB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Thinking, critical thinking,Problem solving,Self management,Communication | EnvironmentInputVariablesCalculatingRoundLoopRandomTkinterButtons and functionsGUI |
| Let´s create your own program part 2MYP 4 | Development | InventionInnovationEvaluationAdaptation | Scientific and technical innovation | Students will learn first higher programming language. They will use knowledge from previous chapters about programming, they will transfer their algorithmic thinking into a new applications. Final product – Caesar cipher. | A: i, ii, iiiB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Thinking, critical thinking,Problem solving,Self management,Communication | ConditionsStringListText fileOther components and libraries |
| Cells...am I in a Prison?MYP 4 | Form | AdaptationFormMarkets and trends | Scientific and technical innovation | Main focus is on data and statistics. Students will work with various types of data and they will use new functions adn tools in spreadsheets. | A: i, ii, iii, ivB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Research, critical thinking,Self management | Comparison between word and spreadsheet,Comparison between commercial and free software,Functions and tools in spreadsheets |
| The soul and body of a computerMYP 5 | Development | EvaluationInnovationMarkets and trends | Scientific and technical innovation | Students will know differencies between system software and applications. They will know how to evaluate an application, what kind of licences do we have. Students will understand how computer works and how can we improve its capacity. | A: i, ii, iii, ivB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Research skills,Communication skills,Self management skills,Thinking skills | Basic terms – software, program,Operating system (software),Application software,Malware,Hardware, definition, division,Input and output devices,Components and devices |
| New trends in ITMYP 5 | Change | InventionInnovationAdaptationMarkets and Trends | Scientific and technical innovation | Students will learn some of new trends in IT. They will programme application for smartphones, they will use wordpress for their web pages and they will know about current new devices or softwares. | A: i, ii, iiiB: i, ii, iii, ivC: i, ii, iii, iv, vD: i, ii, iii, iv | Self management,Communication,Research | ConditionsStringListText fileOther components and libraries |