

YEAR 10 DESIGN TECHNOLOGY

STATUS:	ELECTIVE SUBJECT		
COURSE OVERVIEW:	<p>Technologies have been an integral part of society for as long as humans have had the desire to create solutions to improve their own and others' quality of life. Technologies have an impact on people and societies by transforming, restoring and sustaining the world in which we live.</p> <p>Australia needs enterprising and innovative individuals with the ability to make discerning decisions concerning the development, use and impact of technologies. When developing technologies, these individuals need to be able to work independently and collaboratively to solve complex, open-ended problems. Subjects in the Technologies learning area prepare students to be effective problem-solvers as they learn about and work with contemporary and emerging technologies.</p> <p>The Design subject focuses on the application of design thinking to envisage creative products, services and environments in response to human needs, wants and opportunities. Designing is a complex and sophisticated form of problem-solving that uses divergent and convergent thinking strategies that can be practiced and improved. Designers are separated from the constraints of production processes to allow them to appreciate and exploit new innovative ideas.</p>		
COURSE OUTLINE:	<p>During the yearlong subject, students will undertake units including:</p> <ul style="list-style-type: none"> • Term 1: Unit 1 – Product Design • Term 2: Unit 2 – The User Experience • Term 3: Unit 3 – Human Centered Design • Term 4: Unit 4 – Commercial Design 		
COURSE ASSESSMENTS:	<p>Students will be assessed through a variety of assessment tasks. These include:</p> <ul style="list-style-type: none"> • Design folios • Low fidelity prototyping (digital or 3D) • Multimodal presentations 		
STUDY REQUIREMENTS:	<p>Approximately 50min per week.</p> <p>Key assessment task work and finalisation of practical tasks.</p>		
SPECIAL REQUIREMENTS:	<p>Access to a computer is necessary. Students are able to access the software required at home for no cost (download quotas apply). Stationery - pens/pencils/copic etc.</p>		
POSSIBLE CAREER PATHWAYS:	Advertising Architectural Drafting Building/Urban Designer	Industrial Designer Landscape Architect	Graphic Designer Innovator Entrepreneur
PARENT/CARER SUPPORT:	<p>Monitor completion of key assessment tasks.</p>		