

Design and Technology

Design and technology is about inventing practical solutions to problems through imaginative thinking. Learners use a range of tools, materials, skills and techniques to explore, design and make products and systems that meet human needs. Working in stimulating contexts they engage in a continuous course of personal development, learning to use today's technologies so they can participate in developing tomorrow's.

Design and Technology is designed to develop students' confidence, competence and responsibility in designing, producing and evaluating to meet needs and opportunities, and to understand the factors that contribute to successful design and production.

Students will develop:

- knowledge and understanding about design theory and design processes in a range of contexts;
- knowledge, understanding and appreciation of the interrelationship of design, technology, society and the environment;
- creativity and an understanding of innovation and entrepreneurial activity in a range of contexts;
- skills in the application of design processes to design, produce and evaluate quality design projects that satisfy identified needs and opportunities;
- skills in research, communication and management in design and production;
- knowledge and understanding about current and emerging technologies in a variety of settings.

Component

1 Paper 1 Design Design drawing 1 hour 15 mins 25%

2 Paper 2 Graphic Products Graphic 1 hour 25%

5 Project* School-based assessment 2 terms 50%