Stage 5 Design and Technology

Units of work for 100 hour course: Minimum of two, maximum of four units addressing at least two focus areas of design.

Units of work for 200 hour course: Minimum of three, maximum of six units addressing at least three focus areas of design.

200 hour course plan Unit title	Overview for Year 9 (100 hours)			Overview for Year 10 (100 hours)	
	Eating to live or living to eat	Sport and leisure wear	Who's space is this?	Greetings	Major project
Focus area of design	Food	Fashion	Interior design	Communication systems	Student-negotiated
Design project	Design a recipe for a muffin and present as a recipe card using computer technology.	Design clothing for an identified sport or leisure activity.	Design a personal space. Design items to decorate the personal space.	Design a range of cards using information and communication technologies for the teenage market.	Student-negotiated
Core content:	Concepts of design.Factors affecting a holistic approach.	Concepts of design. Factors affecting a holistic approach.	Concepts of design.Factors affecting a holistic approach.	Concepts of design. Factors affecting a holistic approach.	Concepts of design.Factors affecting a holistic approach.
Holistic approach					
Core content: Design processes	 Creative and innovative idea-generation. Research and exploration. Communication and presentation techniques. Evaluating. 	 Experimentation. Management. Research and exploration. Realisation of design ideas using technologies. Evaluating. 	 Identification of needs and opportunities. Creative and innovative idea-generation. Research and exploration. Realisation of design ideas using technologies. 	 Creative and innovative idea-generation. Research and exploration. Management. Communication and presentation techniques. Evaluating. 	 Identification of needs and opportunities. Creative and innovative idea-generation. Research and exploration. Experimentation. Management. Communication and presentation techniques. Evaluating.
Core content: Activity of designers	 Creativity and problem solving techniques used by designers. Innovation. Impact of technology on society. 	Enterprising activity. Impact of technologies on individual, society and environment.	 Innovation. Preferred futures. Ethical and responsible design. Trends in technology and design. Past and current designers work. 	 Creativity and problem solving techniques used by designers. Innovation. Preferred futures. Impact of technologies on individual. Trends in design and technology. 	 Creativity and problem solving techniques used by designers. Innovation. Enterprising activity. Ethical and responsible design. Impact of technologies on individual, society and environment.
Outcomes	5.1.1, 5.1.2, 5.3.1, 5.3.2, 5.4.1, 5.5.1, 5.6.1, 5.6.2, 5.6.3	5.1.1, 5.1.2, 5.2.1, 5.3.1, 5.3.2, 5.4.1, 5.5.1, 5.6.1, 5.6.2, 5.6.3	5.1.1, 5.1.2, 5.2.1, 5.3.1, 5.3.2, 5.4.1, 5.5.1, 5.6.1, 5.6.2, 5.6.3	5.1.1, 5.1.2, 5.2.1, 5.3.1, 5.3.2, 5.4.1, 5.5.1, 5.6.1, 5.6.2, 5.6.3	5.1.1, 5.1.2, 5.2.1, 5.3.1, 5.3.2, 5.4.1, 5.5.1, 5.6.1 5.6.2, 5.6.3