	Stage 4 Technology (Mandatory)
	Bathurst High School

Rationale

At Bathurst High School Year 7 Technology classes are divided into two lines based on core classes. Each line will have four technology classes. There are nine technology teachers at the school and all will be teaching Technology (Mandatory) during 2004-2005. To ensure a smoother transition from Year 6 to high school each class will have the same teacher for the year. Year 7- 8 are allocated six, fifty minute periods per two week cycle.

The classes have been formed with the needs of students the focus rather than teacher expertise. The first unit of work requires teachers to develop new skills to assist delivery and provides us with the opportunity to develop new approaches for the implementation of Technology (Mandatory). All year 7 will be studying the same unit of work at the same time which will accommodate team teaching strategies, sharing of resources and flexible learning spaces.

Bathurst High School: Course plan Technology (Mandatory) 2004

Year 7

Unit 1	**Area of study**	**Design specialisation**	**Technologies**
13 weeks	Products	Jewellery design	Mixed materials technologies

Design situation

Your current area of study is *Products* which focuses on objects, systems and artifacts. Your design specialisation is *Jewellery design* which may result in products for body adornment and personal expression. Throughout history body decoration has been used as a form of cultural expression, to enhance appearance and signify changes in social identity. Body adornment may include items such as necklaces, earrings, ear piercing, nose rings, neck rings, makeup and henna. Apart from the clothes we wear every day, sometimes we want to enhance ourselves with jewellery, belts, masks or some other form of body decoration.

Design brief

Design and produce one or more body decorations that are influenced by a culture and /or symbolism.
You will need to explore a wide range of mixed media materials to generate and communicate your design ideas and develop communication and presentation techniques in the form of a design folio.

Focus outcomes for reporting:

4.2.1 generates and communicates creative design ideas and solutions
4.3.2 demonstrates responsible and safe use of a range of tools, materials and techniques in each design project
4.5.2 produces quality solutions that respond to identified needs and opportunities in each design project

Contributing outcomes:

4.1.1 applies design processes that respond to needs and opportunities in each design project
4.1.2 describes factors influencing design in the areas of study of Built Environments, Products and Information and Communications
4.1.3 identifies the roles of designers and their contribution to the improvement of the quality of life
4.2.2 selects, analyses, presents and applies research and experimentation from a variety of sources
4.3.1 applies a broad range of contemporary and appropriate tools, materials and techniques with competence in the development of design projects
4.4.1 explains the impact of innovation and emerging technologies on society and the environment
4.5.1 applies management processes to successfully complete design projects.
4.6.1 applies appropriate evaluation techniques throughout each design project
4.6.2 identifies and explains ethical, social, environmental, and sustainability considerations related to design projects

Unit 2	Area of study	Design specialisations	Technologies
13 weeks	Built environments	Landscape design	Plant production technologies

Design situation:

Not everyone has an area of land available to enjoy the pursuit of gardening. One way these people can participate in this activity is to grow a variety of plants in a terrarium. Terrariums allow the growing of plants to be easy and successful.

Design brief: Design and produce a terrarium for growing a decorative or edible garden in a confined space.

Focus outcomes for reporting:

4.2.2 selects, analyses, presents and applies research and experimentation from a variety of sources.
4.3.1 applies a broad range of contemporary and appropriate tools, materials and techniques with competence in the development of projects.
4.5.2 produces quality solutions that respond to identified needs and opportunities in each design project.
4.6.1 applies appropriate evaluation techniques throughout each design project.

Contributing outcomes:

4.1.1 applies design processes that respond to needs and opportunities.
4.1.2 describes factors influencing design in the areas of study of Built Environments, Products and Information and Communications
4.1.3 identifies the roles of designers and their contribution to the improvement of the quality of life.
4.2.1 generates and communicates creative ideas and solutions
4.3.2 demonstrates responsible and safe use of a range of tools, materials and techniques in each design project.
4.4.1 explains the impact of innovation and emerging technologies on society and the environment.
4.5.1 applies management processes to successfully complete design projects.
4.6.2 identifies and explains ethical, social, and environmental and sustainability considerations related to design projects

Unit 3	Area of study	Design specialisation	Technologies
13 weeks	Information and communications	Promotional design	Information/Media technologies

Design situation: Information and communication are paramount to global success and harmony. There are many methods of communication.

This unit of work focuses on visual literacy for the purpose of conveying a message.

Design brief: Students design, produce and evaluate a visual presentation related to either an environmental, youth or global issue.

Design projects may result in videos, web sites, presentations, brochures, posters, photographic exhibitions.

Focus outcomes for reporting:

4.1.1 applies design processes that respond to needs and opportunities in each design project
4.4.1 explains the impact of innovation and emerging technologies on society and the environment
4.5.1 applies management processes to successfully complete design projects
4.6.2 identifies and explains ethical, social, environmental, and sustainability considerations related to design projects
Contributing outcomes:
4.1.2 describes factors influencing design in the areas of study of Built Environments, Products and Information and Communications
4.1.3 identifies the roles of designers and their contribution to the improvement of the quality of life
4.2.1 generates and communicates creative design ideas and solutions
4.2.2 selects, analyses, presents and applies research and experimentation from a variety of sources
4.3.1 applies a broad range of contemporary and appropriate tools, materials and techniques with competence in the development of design projects
4.3.2 demonstrates responsible and safe use of a range of tools, materials and techniques in each design project
4.5.2 produces quality solutions that respond to identified needs and opportunities in each design project
4.6.1 applies appropriate evaluation techniques throughout each design project

Year 8

Unit 4	Area of study	Design specialisation	Technologies
13 weeks	Built environments	Interior design	Model making technologies

Design situation: This unit focuses on spaces, finishes and furnishings. People create, construct and modify their surrounding for a wide range of purposes.

Design brief: Design, produce and evaluate a model of a selected environment such as a bedroom, kitchen, playroom etc

Focus outcomes for reporting:

4.1.2 describes factors influencing design in the areas of study of Built Environments, Products, and Information and Communications
4.1.3 identifies the roles of designers and their contribution to the improvement of the quality of life
4.2.2 selects, analyses, presents and applies research and experimentation from a variety of sources
4.4.1 explains the impact of innovation and emerging technologies on society and the environment
4.6.1 applies appropriate evaluation techniques throughout each design project

Contributing outcomes:

4.1.1 applies design processes that respond to needs and opportunities in each design project
4.2.1 generates and communicates creative design ideas and solutions
4.3.1 applies a broad range of contemporary and appropriate tools, materials and techniques with competence in the development of design projects
4.3.2 demonstrates responsible and safe use of a range of tools, materials and techniques in each design project
4.5.1 applies management processes to successfully complete design projects
4.5.2 produces quality solutions that respond to identified needs and opportunities in each design project
4.6.2 identifies and explains ethical, social, environmental and sustainability considerations related to design projects

Unit 5	Area of study	Design specialisation	Technologies
13 weeks	Products	Industrial design	Timber technologies

Design situation: The focus of this area is on objects, systems and artifacts. People produce, distribute, use and consume both an enormous quantity and variety of goods and commodities.

Design brief: Design, produce and evaluate a piece of furniture using recycled timbers and other materials. Market this product as being environmentally friendly.

Focus outcomes for reporting:

4.2.1 generates and communicates creative design ideas and solutions
4.3.1 applies a broad range of contemporary and appropriate tools, materials and techniques with competence in the development of design projects
4.3.2 demonstrates responsible and safe use of a range of tools, materials and techniques in each design project
4.5.2 produces quality solutions that respond to identified needs and opportunities in each design project
4.6.2 identifies and explains ethical, social, environmental and sustainability considerations related to design projects

Contributing outcomes:

4.1.1 applies design processes that respond to needs and opportunities in each design project
4.1.2 describes factors influencing design in the areas of study of Built Environments, Products, and Information and Communications
4.1.3 identifies the roles of designers and their contribution to the improvement of the quality of life
4.2.2 selects, analyses, presents and applies research and experimentation from a variety of sources
4.4.1 explains the impact of innovation and emerging technologies on society and the environment
4.5.1 applies management processes to successfully complete design projects
4.6.1 applies appropriate evaluation techniques throughout each design project

Unit 6	Area of study	Design specialisation	Technologies
13 weeks	Information and communications	Digital media design	Media technologies

Design situation: The focus of this area is on various types of data and information-text, images, audio, video and numbers for the purpose of conveying a message.

Design brief: Design and produce an on-screen presentation for use at Year 8 presentation evening promoting the achievements of the students throughout the year.

Focus outcomes for reporting:

4.1.1 applies design processes that respond to needs and opportunities in each design project
4.1.2 describes factors influencing design in the areas of study of Built Environments, Products, and Information and Communications
4.1.3 identifies the roles of designers and their contribution to the improvement of the quality of life
4.4.1 explains the impact of innovation and emerging technologies on society and the environment
4.5.1 applies management processes to successfully complete design projects
4.5.2 produces quality solutions that respond to identified needs and opportunities in each design project

Contributing outcomes:

4.2.1 generates and communicates creative design ideas and solutions
4.2.2 selects, analyses, presents and applies research and experimentation from a variety of sources
4.3.1 applies a broad range of contemporary and appropriate tools, materials and techniques with competence in the development of design projects
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4.6.2 identifies and explains ethical, social, environmental and sustainability considerations related to design projects