Design and Technology

The following contains a description of the course we offer to students at St Marys Senior High. It is intended as a guide to help you select your subjects and you should read it carefully.

Please note:
- The details given represent the way that the course is delivered at St Marys Senior High and may involve different choices from the way other schools might operate the same course.
- Classes can only be formed where sufficient students select the particular course. The fact that a course is listed here is not a commitment to run the course in a particular year.
- The arrangements for particular courses are subject to change for a variety of reasons.

Design and Technology - Course Details

Units	Type	ATAR	Faculty Teaching This Course
2	Board Developed Course – Examinable at the HSC, marks can be used to count towards an ATAR	A – Counts towards an ATAR with no restrictions	TAS/PDHPE

What will I be doing in this course?

The Design and Technology course provides opportunities for students to develop design projects in areas of individual interest, to discuss issues related to design and to explore the interrelationships of design, technology, society and the environment. Students will develop skills in project management, research, computing, drawing, material selection, the use of tools and equipment, marketing and product evaluation. This course is essentially practical in nature and students are expected to produce a minimum of three design projects of their own choice over the two years. Design and Technology is not material specific and covers a design process that can be applied to a range of design areas such as agriculture, architecture, communication systems, fashion, food, furniture, information systems, building interiors, jewellery, landscape, packaging, promotion and software.

Preliminary Course:
- Designing and producing two minor design projects.
- Documenting the design process for each design project in a folio.
- The study of design theory, design processes, creativity, collaborative design, research, management, using resources, communication, manufacturing and production, computer-

based technologies, safety, evaluation, environmental issues, analysis, marketing and manipulation of materials, tools and techniques.

HSC Course:
- Designing and producing a Major Design Project and documenting the design process in a word-processed folio (60% of course mark)
- Innovation and emerging technologies, design practice, creativity, entrepreneurial activity, the impact of design and technology on Australian society, historical and cultural influences on design, ethical practices and environmental issues.

What should I be able to do at the end of the course?

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, 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.

How will I be assessed in this course?

In addition to assessment tasks and examination Year 12 students must complete a Major Design Project that is assessed externally and includes a product, system or environment and a folio. Students must complete a case study of an innovation.

How will this course help me in the future?

By studying Design and Technology students will be able to develop skills that are transferable to most industries such as problem solving, planning, evaluation, communication and teamwork. Popular careers for people with design and technology qualifications include architect, carpenter, civil engineer, fashion designer, food product development, media and marketing, medical and industrial product development, product designer, software engineer, tailor, high school teacher and web designer.