



Unit Context 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 practised and improved. Designers are separated from the constraints of production processes to allow them to appreciate and exploit innovative ideas</p>
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Week	Dates	Unit	Subject Matter	Assessment Type	Assessment Due Date
1	24/01 – 28/01	Unit 1: Design in Practice Topic 1: Experiencing Design Topic 2: Design Process Topic 3: Design styles	Extra week of Holidays		
2	31/01 – 04/02		Learning@Home – Mini Design Challenge Sketching Fundamentals		
3	07/02 – 11/02		Sketching Fundamentals		
4	14/02 - 18/02		Breakdown of design process (develop) refresher & content on Design Styles	<i>Mock - formative</i>	Wednesday
5	21/02 – 25/02		Mock Exam week - stimulus lesson, mock exam, reflection/feedback		
6	28/02 – 04/03		Breakdown of design process (develop) – focus on time management & weaknesses from mock	Exam - summative	Wednesday
7	07/03 – 11/03		Exam week – stimulus lesson, exam, reflection		
8	14/03 - 18/03		Garden hose re-design task – summative - exploring		
9	21/03 – 25/03		Garden hose re-design task – summative – prototyping & development		
10	28/03 – 01/04		HOLD-IT ASSESSMENT - Task breakdown (infographic) & research existing products		
1	18/04 – 22/04	Unit 2: Commercial Design Topic 1 (explore) & Topic 2 (develop)	Choose specific handle focus – research existing & anthropometric data collection		
2	25/04 - 29/04		Thumbnail ideation sketching – evaluate S, L & I & SCAMPER development		
3	02/05 – 06/05		Concept sketches with SWOT analysis & evaluate DCs		
4	09/05 - 13/05		Prototype 2 concept ideas, gallery walk peer testing & act on feedback		

5	16/05 - 20/05		Re-concept through prototype development (divergent thinking strategy)	<i>Draft Folio</i>	Last lesson
6	23/05 - 27/05		Semantics task		
7	30/05 – 03/06		Final proposal page – VPB & evaluation against DC		
8	06/06 - 10/06		Reflection week and sketching practice	Final Folio	Monday
9	13/06 - 17/06		Refresher on design types (product, <u>environment & systems</u>) – how to design?		
10	20/06 - 24/06		Refresher on design types (product, <u>environment & systems</u>) - how to design?		

By the conclusion of the course of study, students will:

Syllabus objective

	Unit 1	Unit 2	Unit 3	Unit 4
1. describe design problems and design criteria	●	●	●	●
2. represent ideas, design concepts and design information using drawing and low-fidelity prototyping	●	●	●	●
3. analyse needs, wants and opportunities using data	●	●	●	●
4. devise ideas in response to design problems	●	●	●	●
5. synthesise ideas and design information to propose design concepts	●	●	●	●
6. evaluate ideas and design concepts to make refinements	●	●	●	●
7. make decisions about and use mode-appropriate features, language and conventions for particular purposes and contexts.	●	●	●	●