



## Term Overview – DESIGN & TECHNOLOGIES

YEAR LEVEL	10	SUBJECT	PDD10	UNIT NAME	Foundation, Graphical & Production Design
<b>Unit Context Overview</b>	First term establishes foundational skills and knowledges and introduces Graphical Design, while second term students develop skills in Production Design.				<b>Unit Length</b> 20 weeks
<b>Achievement Standard</b>	<p><b>By the end of Year 10</b>, students explain how people working in design and technologies occupations consider factors that impact on design decisions and the technologies used to produce products, services and environments. They identify the changes necessary to designed solutions to realise preferred futures they have described. When producing designed solutions for identified needs or opportunities, students evaluate the features of technologies and their appropriateness for purpose for one or more of the technologies contexts.</p> <p>Students create designed solutions for one or more of the technologies contexts based on a critical evaluation of needs or opportunities. They establish detailed criteria for success, including sustainability considerations, and use these to evaluate their ideas and designed solutions and processes. They create and connect design ideas and processes of increasing complexity and justify decisions. Students communicate and document projects, including marketing for a range of audiences. They independently and collaboratively apply sequenced production and management plans when producing designed solutions, adjusting plans when necessary. They select and use appropriate technologies skilfully and safely to produce high-quality designed solutions suitable for the intended purpose.</p>				
Week	Week Beg	Subject Matter		Assessment Type	Assessment Due Date
<b>Term 1</b>					
1	24/01 – 28/01	Extended Holiday - Covid			
2	31/01 – 04/02	Extended Holiday - Covid			
3	07/02 – 11/02	Sketching fundamentals			
4	14/02 - 18/02	Sketching fundamentals			
5	21/02 – 25/02	Introduction to 'Design Challenges' & content on Design Styles			
6	28/02 – 04/03	Breakdown of design process (develop) using a teacher supplied brief & criteria			
7	07/03 – 11/03	Mock Exam week - stimulus lesson, mock exam, reflection/feedback			<i>Mock - formative</i>
8	14/03 - 18/03	Exam week – stimulus lesson, exam, reflection		<b>Design Challenge – 4 x A3 pages Stimulus 24 hours before</b>	<b>Exam - summative</b>
9	21/03 – 25/03	Reflection & Learning how to sketch environments - summative task – re-design bedroom			
10	28/03 – 01/04	<u>Introduction to 'Retreat Folio' assessment</u> - framework task & stakeholder empathy maps			

Term 2				
1	18/04 – 22/04	Ideation sketches (bubble diagrams) & schematic sketches (interior) with evaluation against DC		
2	25/04 - 29/04	Schematic sketches (exterior) with evaluation against DC		
3	02/05 – 06/05	Prototyping		
4	09/05 - 13/05	Prototyping	<i>Retreat - DRAFT due</i>	
5	16/05 - 20/05	2D interior & elevations. 3D interior perspective & 3D exterior perspective		
6	23/05 - 27/05	Final proposal page VPB with final evaluation against DC		
7	30/05 – 03/06	Reflection week	<i>Folio Due</i>	<b>End Week</b>
8	06/06 - 10/06	Refresher on sketching tasks		
9	13/06 - 17/06	Practice Exercise to refresh skills		
10	20/06 - 24/06	Reflection week		