Year 3
Design Technology
Learning Outline
Semester 1, 2018

In year 3 Design and Technology you will learn about Design Thinking as a problem solving process. You will be encouraged to ask and learn how and why products are made. You will have the opportunity to engage in real problems, collaborate, present and critique ways of solving that problem and tinker, test and prototype solutions.

Along the way you will develop strategies to support the fostering of dispositions that will enable you to be a 21st Century Learner.

AREAS OF STUDY:

- Knowledge & Understanding
    - o Design Process
    - o Materials
    - o Joining Methods
    - o Personal Safety & Safe Workshop Practices

- Ways of Working
    - o Exploring & Defining
    - o Ideation
    - o Solution Development
    - o Realisation
    - o Manufacturing with various hand tools and machines.

ASSESSMENT

	Description	Due Date (last lesson of-)
Message Board	Design Folio	**Week 17 In class**
	Design (Project) Realisation	**Week 17 In Class**
	Design Folio Check Point	**Week 9 In Class**

HOME STUDY FOCUS:

- Keep a record of assessment due dates (as detailed above)
- Carefully read the associated task sheets and develop an understanding of the task requirements. Seek further assistance if required.
- Set achievable goals to ensure the Folio is completed in time. Use the headings/sections of the Folio as goals and determine a realistic time frame to have the section completed.
- Learning Strategies to support the components of the product design process – as detailed in the Folio handout.
- Refine the process of documenting ideas through sketching and rendering by practicing basic techniques in these two areas.
- Gather you own research of different types of Signs in the development of your design.

ADDITIONAL INFORMATION

Students and Parents may refer to the following information:

- o Mr Justin Hill – j.hill@stpauls.qld.edu.au

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