
THE PATCH PRIMARY SCHOOL

DESIGN & TECHNOLOGIES

Rationale:

In an increasingly technological and complex world, it is important students develop knowledge and confidence to critically analyse and respond creatively to design challenges. Technologies can play a crucial role in both enriching and transforming societies, and in the management of natural and constructed environments.

In the Design and Technologies curriculum, students create quality designed solutions across a range of technologies contexts. Students consider the economic, environmental and social impacts of technological change and how the choice and use of technologies may contribute to a sustainable future. Students also take into account the ethical, legal, aesthetic and functional factors that inform the design processes.

Through Design and Technologies, students plan and manage projects from conception to realisation. They apply design and systems thinking and design processes to investigate ideas, generate and refine ideas, plan and manage, produce and evaluate designed solutions. They develop a sense of pride, satisfaction and enjoyment from their ability to create innovative designed solutions.

Through the practical application of technologies, students develop dexterity and coordination. This curriculum offers students a broad range of learning experiences, readily transferable to their home, life, leisure activities, the wider community, and to work.

Aims:

Design and Technologies aims to develop the knowledge, understanding and skills to ensure that students:

- become critical users of technologies, and designers and producers of designed solutions
- can investigate, generate and critique designed solutions for sustainable futures
- use design and systems thinking to generate innovative and ethical design ideas, and communicate these to a range of audiences
- create designed solutions suitable for a range of contexts by creatively selecting and safely manipulating a range of materials, systems, components, tools and equipment
- learn how to transfer the knowledge and skills from design and technologies to new situations
- understand the roles and responsibilities of people in design and technologies occupations, and how they contribute to society.

Implementation:

- Design and Technology is an essential component of the Technologies learning area of the Victorian Curriculum.
- All Foundation to Year 6 students at our school will study a sequential Design and Technology course based upon the Scope and Sequence and Achievements contained within the Victorian Curriculum Design and Technology learning area.
- All class teaching staff will include a Design and Technology component of study on at least a two year rotation.
- All teachers are required to work with their respective professional learning teams to contribute to the development and implementation of a viable, guaranteed and sequential Design and Technology course for all students and to implement student needs based lessons using agreed planning templates, assessment tools and lesson structures.

- A student's individual abilities will be measured and reported against the expected Victorian Curriculum achievement standards, particularly at the commencement and completion of each unit of work, and learning opportunities must be provided that cater for the identified needs of each student.
- Student progress in Design and Technology will be reported at least once in a two year rotation, in mid or end of year academic reports.

Evaluation:

This policy was originally formed, and will be reviewed in consultation with all members of the wider community (all staff, parents, students, and interested members of the community) as part of the school's five - year review cycle.

References:

<http://victoriancurriculum.vcaa.vic.edu.au/overview/about>

Principal



School Council President

