Year 3 Design Technologies (Semester 2 only)

Achievement

By the end of Year 4 students describe how people design products, services and environments to meet the needs of people, including sustainability. For each of the 2 prescribed technologies contexts they describe the features and uses of technologies and create designed solutions. Students select design ideas against design criteria. They communicate design ideas using models and drawings including annotations and symbols. Students plan and sequence steps and use technologies and techniques to safely produce designed solutions.

Assessment Elements

An overall level of achievement in this subject is determined by the teacher's on-balance judgment of the evidence presented in students' summative assessment across the following:

- **Knowledge and Understanding** – digital systems and representation of data
- **Processes and Production Skills** – collecting, managing and creating data, defining, implementing, evaluating, collaborating and managing

Delivery (mode, requirements, lessons)

Students will be offered a blended model of delivery with live lessons and independent study on their program to complete lessons, tasks and assessment in accordance with the Work Rate Calendar.

Student Requirements

Computer with, access to internet, email, printer, headset with microphone, scanner, stationery.

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Units, Learning Experiences and Summative Assessment		
Semester 2	**Term 3**	**Unit 1** Under development
		Summative Assessment: Under development
	Term 4	**Unit 2** Under development
		Summative assessment: Under development

Disclaimer All of the above information is accurate at the time of development.