

Year 5 Design Technologies (Semester 2 only)

Achievement

By the end of Year 6 students explain how people design products, services and environments to meet the needs of communities, including sustainability. For each of the 3 prescribed technologies contexts they explain how the features of technologies impact on design decisions and they create designed solutions. Students select and justify design ideas and solutions against design criteria that include sustainability. They communicate design ideas to an audience using technical terms and graphical representation techniques. Students develop project plans, including production processes, and select 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.