Year 3 Design Technologies

Achievement

Learning area achievement standard

By the end of Year 4 students describe how people design products, services and environments to meet the needs of people, including sustainability. They process and represent data for different purposes, follow and describe simple algorithms involving branching and iteration, and implement them as visual programs. 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. Students securely access and use digital systems and their peripherals for a range of purposes, including transmitting data. 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. They use the core features of common digital tools to plan, create, locate and share content, and to collaborate, following agreed behaviours. Students identify their personal data stored online and its risks.

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**
- **Processes and Production Skills**

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, internet access, email, printer, scanner, headset with microphone, stationery, resource list and SRS list.

Units, Learning Experiences and Summative Assessment		
Semester 2	**Term 3**	**Unit 1** In this unit students will understand the impacts of single-use plastics and how/what can be done to reduce this. They will be exploring sustainable options to help reduce plastic use and design a reusable bag.
		Summative Assessment: Design a reusable bag that is durable and easy to carry. Students will follow the Design process to design and create a prototype of their bag design.
	Term 4	**Unit 2** In this unit students will look at gravity and how it affects objects. They will use this knowledge to design and create a marble run prototype using the Design Process.
		Summative assessment: Students will use the Design Process to create a Marble Run project following the Design Brief.

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