Years 7–8 Technologies

Technologies is an engaging online subject that helps students solve real-world problems in creative, practical and future-focused ways. Across Years 7–8, students investigate needs and opportunities, develop and communicate ideas, design and test solutions, analyse data, and use digital and practical tools to create products, services, environments and systems for individuals and communities.

Students develop knowledge and skills across the full Technologies curriculum. They explore the four prescribed technologies contexts of Engineering principles and systems, Food and fibre production, Food specialisations, and Materials and technologies specialisations, while also building capability in data representation, data analysis, algorithms, programming, digital systems, networks, privacy and cyber safety.

Learning in this subject is organised through a consistent innovation cycle — Discover, Define, Develop, Deliver and Defend — which supports learner agency, authentic problem-solving and iterative prototyping. Students apply both design thinking and computational thinking to define and decompose problems, generate and refine ideas, test solutions, and respond to feedback. They also learn to consider ethical, environmental, social and economic sustainability factors when making design decisions for preferred futures.

Indicative learning experiences

Year A: Students may complete units such as Designing for Preferred Futures and Data-Informed Design, where they design sustainable solutions and use data to justify decisions in response to real-world problems.

Year B: Students may complete units such as Automation and Engineered Systems and Cyber-Safe Connected Solutions, where they design and test systems and develop solutions that promote safe and responsible use of technology.

Assessment

Assessment may include projects, investigations, design folios, presentations, digital portfolios, algorithms, flowcharts and debugging logs. Students demonstrate their understanding of technologies concepts as well as their ability to investigate, design, produce, evaluate and manage projects safely and responsibly.

Who should choose this subject?

Technologies is a strong choice for students who enjoy creativity, problem-solving, design, data, systems and innovation. It suits learners who like thinking about how things work, how systems can be improved, and how solutions can be designed for a better future.