

# DESIGN & TECHNOLOGY

## POLICY

### **Rationale:**

Design and Technology emphasises engagement in designing, creating and evaluating processes, products and technological systems using a range of materials as a way of developing creativity and innovation. Creatively applying imagination and lateral and critical thinking throughout design and development processes, builds confidence, adds to the world's knowledge, and defines the trends, the inventions and the ideas of the future.

### **Aims:**

Design and Technology aims to develop in students:-

- the ability to use, manage, assess and understand design, creativity, technology, and their relationship to innovation.

### **Implementation:**

- Design and Technology is an essential component of the Technologies learning area of the Australian Curriculum.
- All Year 5/6 students at our school will study a sequential Design and Technology course based upon the content descriptions contained within the Australian Curriculum Design and Technology learning area.
- Student's individual abilities will be measured and reported against the expected Australian Curriculum achievement standards, particularly at the commencement 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 in half and end of year academic reports.
- Intervention programs will be provided for all students at all year levels identified as 'at risk'
- Design and Technology study for each student will be not less than 1 hour per week.
- Budgets that provide for the needs of the Design and Technology program will be developed by the Design and Technology coordinator in consultation with Technologies team members and resourced by school council.

### **Evaluation:**

- This policy will be reviewed as part of the school's three-year review cycle.

This policy was last ratified by School Council on....

**February 2019**