

DESIGN & TECHNOLOGY (DT) 200 hours

Design and Technology is about gathering information from diverse knowledge areas and putting the pieces together to creatively solve problems to increase the quality of people's lives and their environment. It involves a number of different contexts, focus areas and materials. Design and Technology is not Wood Technology although it can involve the use of wood as well as plastics, metal and textiles. Student choice is involved in all projects including the problem to be solved, and the manufacturing tools and materials to be used.

Design and Technology leads to careers in Digital Design, Architecture, Engineering, User Experience Design, Medical Design, Computer Aided Design (CAD), Graphic Design, Product Design, Industrial Design, and Interactive Design.

PROJECTS AND CONTEXT AREAS

Examples

Food Technologies

- make a mould to create a sustainable, nutritious, chocolate food product
- Use a wide variety of tools and equipment to sculpt your design such as wood carving, clay and laser cutting wood and plastic.
- Produce a design for the packaging of the product using graphic technologies
- Take high quality presentation photographs of the final product.



Information and Communication Technologies

- Make promotional material for your products that could include; posters websites, video and social media campaigns. Use a range of cutting edge technology including Adobe Illustrator, In Design, Premier and Aftereffects.
- Design and produce a plan for a sustainable house using CAD (Computer Aided Design)
- Make a laser cut architectural model using wood, paper or plastic
- Learn to take product photography of your final products



Material Technologies

- Design and produce your own character or your own version / adaptation of a character from your favourite film, book, anime or play.
- Produce a prop or costume for your character using a range of materials and technologies, such as plastic casting, laser cutting wood and plastic, sculpting, carving, painting, electronics, textiles, and basic metal working.
- Produce a piece of space saving, zero waste, folding furniture



TYPE OF ASSESSMENT INVOLVED IN DESIGN AND TECHNOLOGY

Assessment in Design and Technology is mostly of practical project-based projects. This allows for the full development of project management and real-world collaboration skills.

What will students gain by studying Design and Technology?

- An understanding of modern manufacturing technologies and equipment which helps to piece together solutions to problems.
- How to generate interesting and creative ideas using a range of techniques that apply to a broad range of problems and future areas of studies and careers.
- How to communicate and sell your ideas to clients and stakeholders in visual, verbal and graphical formats.
- The ability to plan and organise large projects while meeting deadlines.
- Experience in working collaboratively in group projects.