

Curriculum Big Ideas

Design & Technology

- Design is a way of thinking creatively to evaluate and solve problems or understanding how to reformulate those problems.
- Recognising the value of major design developments of the past and present and how it is reflected in design and how it influences contemporary design.
- Designs must be developed to address problems or needs and requirements. Ideas can be communicated through annotated sketches, plans and mock-ups and computer-based technologies to convey product intent and constructability via modelling, oral and digital presentations.
- Everything around us has been designed and made and it is about converting ideas and raw materials into purposeful products.
- Exploring and using a variety of raw materials, processes, equipment, and machinery including computer aided design (CAD) or computer aided manufacture (CAM) to design and manufacture products.
- Design continually evolves; new technological developments and advancements in materials, equipment & machinery impact design.
- Designers have a responsibility to ensure the products they design address the social, moral and sustainable implications on our world.
- To create a future, we must design it, our world and the consumers within it demand the latest technology, but it may not have been designed yet – innovation is essential.