

YEAR 9 PRODUCT, DESIGN AND TECHNOLOGY (Wood/Metal/Plastic)

In this subject area, students learn about many types of resistant and other materials and learn to work with increasingly complex equipment and technologies to produce projects that are meaningful and fulfil a particular need.

Students will investigate and make judgments on how the characteristics and properties of materials, systems, components, tools and equipment can be combined to create designed solutions.

Product, Design and Technology

Students will:

- Critique the design of an existing product to identify environmental consequences of material selection
- Justify decisions when selecting from a broad range of technologies – materials, systems, components, tools and equipment, for example selecting low-emission paints and locally sourced materials
- Analyse and explain the ways in which the properties and characteristics of materials have been considered in the design of a product with specific requirements such as reduced weight to reduce transport costs
- Investigate emerging materials and their impact on design decisions
- Plan and manage production tasks individually and collaboratively
- Identify sustainability issues associated with the design and production of products.
- Test and debug their game and evaluate their solution in response to the project goals stated in their game design document.