Design and Technology FAQs

HOW OFTEN DOES MY CHILD PARTICIPATE IN DESIGN AND TECHNOLOGY EDUCATION CLASSES?

Students participate in Design and Technology for one semester each year, with two 50-minute lessons per week.

WHAT IS MY CHILD LEARNING?

Students explore a range of Design and Technology disciplines, developing an understanding of the working principles of different materials and how they can be used effectively in design.

Projects include:

- **Food & Fibre Production** – learning about plant growth and sustainability while growing herbs in a wooden planter box.
- **Food Specialisations** – understanding nutrition, food preparation, and safe handling practices.
- **Materials & Technologies Specialisations** – exploring the properties and applications of various materials through:
  - **Textiles** – designing and sewing a custom-dyed tote bag, learning about fabric properties, dyes, and stitching techniques.
  - **Woodwork** – constructing a wooden planter box and a parquetry project, gaining hands-on experience with timber selection, cutting, and finishing.
  - **Digital Fabrication** – designing and laser-cutting a leather accessory, investigating the characteristics of leather and digital production techniques.

Through these projects, students apply design thinking, creativity, and problem-solving to real-world contexts while deepening their knowledge of material properties, strengths, and limitations.

WHAT KEY SKILLS IS MY CHILD DEVELOPING?

Students develop a variety of practical and cognitive skills, including:

- **Understanding Material Properties** – recognising how different materials behave, their strengths and weaknesses, and how they can be shaped, joined and finished.
- **Design Thinking & Innovation** – developing and refining ideas through sketches, digital design and prototyping.
- **Practical Making Skills** – safely using tools, machines and digital fabrication technologies (such as laser cutting).
- **Critical & Analytical Thinking** – testing, evaluating and improving designs based on performance.
- **Collaboration & Communication** – working in teams to solve design challenges and present ideas.
- **Sustainability & Problem-Solving** – making informed choices about materials and processes to reduce environmental impact.

These skills build a strong foundation for future pathways in engineering, architecture, industrial design, fashion and sustainable technologies.

HOW DO I ACCESS FEEDBACK ABOUT MY CHILD'S PROGRESS?

Parents can view student progress, feedback, and assessment results via the School's learning management system, Hive. This platform provides insights into your child's strengths, areas for improvement and overall engagement in the subject.

WHAT DOES A SUCCESSFUL DESIGN AND TECHNOLOGY STUDENT LOOK LIKE?

Success in Design and Technology is demonstrated through:

- **Practical Application** – demonstrating an understanding of materials by applying the correct techniques in project work.
- **Problem-Solving & Innovation** – applying design thinking to improve and refine solutions.
- **Collaboration & Engagement** – working effectively in teams, sharing ideas and seeking feedback.
- **Reflection & Improvement** – responding to teacher feedback to refine designs and techniques.

Students who actively participate, take on challenges and show a willingness to explore materials, design and innovate are meeting the expectations for both learning behaviours and curriculum understanding.