Technology, Design & Creativity Policy

Rationale:
Technology is an integral part of our everyday life. The term technology refers to the equipment and processes used to enhance, maintain and modify the environment and resources in order to support human endeavour. It involves the application of skills, knowledge, equipment, materials, energy and data to create a useful product.

Aims:
Through the study of Technology, Design & Creativity students will:
- Develop design briefs and learn to plan, produce and evaluate
- Investigate and appreciate the complexity of production systems
- Acquire and utilise the skills involved in innovative design
- Interpret and communicate ideas effectively
- Appreciate the dynamic role of technology in social change

Implementation:
- The Technology, Design and Creativity domain is organised in three dimensions:
  - Investigating and designing
  - Producing
  - Analysing and evaluating
- Through the program the students will develop an awareness of materials and tools and the skills needs to use them safely and appropriately.
- A ‘design and make’ project-based learning approach must be taken, that focuses on meeting the problem, need/s or requirements defined in a design brief.
- Teachers will be encouraged to collaborate in planning, implementing and evaluating units of work.
- When selecting resources, teachers should use the experiences of students and parents and the resources available in the local and wider community.
- Teachers should aim at variety and flexibility to cater for a diversity of students’ interests, abilities and gender.
- Both formal and informal assessment should be undertaken.
- Class teaching programs will recognise the concerns of environmental management.
- Learning should, where possible, be through direct experience.
- Materials should be appropriate to the interests, capabilities and locality of the pupils.
- Each class teacher will take responsibility for the implementation of the technology program.
- Student progress in all dimensions of technology will be reported against AusVELS standards in half and end of year academic reports in Level 3 and 4.
- Technology, Design and Creativity will be taught in line with AusVELS and as part of an integrated curriculum, with provision for ‘stand alone’ topics.

Evaluation:
This policy will be reviewed as part of the school’s three-year review cycle.
The policy and program will be evaluated on an ongoing basis using the AusVELS as a guide.
a variety of formal and informal evaluation strategies will be used to assess student learning.