





Year Level Plan Year 8 Design Technologies **Food Specialisation**

Overview

The Technologies curriculum provides students with opportunities to consider how solutions that are created now will be used in the future. Students will use critical and creative thinking to weigh up possible short-term and long-term impacts. As students' progress through the Technologies curriculum, they will begin to identify possible and probable futures, and their preferences for the future. They develop solutions to meet needs considering impacts on liveability, economic prosperity and environmental sustainability. Students will learn to recognise that views about the priority of the benefits and risks will vary and that preferred futures are contested.

The Australian Curriculum: Technologies describes two distinct but related subjects:

- Design and Technologies, in which students use design thinking and technologies to generate and produce designed solutions for authentic needs and opportunities
- Digital Technologies, in which students use computational thinking and information systems to define, design and implement digital solutions.

The Australian Curriculum: Technologies will ensure that all students benefit from learning about and working with traditional, contemporary and emerging technologies that shape the world in which we live. This learning area encourages students to apply their knowledge and practical skills and processes when using technologies and other resources to create innovative solutions, independently and collaboratively, that meet current and future needs.

The practical nature of the Technologies learning area engages students in critical and creative thinking, including understanding interrelationships in systems when solving complex problems. A systematic approach to experimentation, problem-solving, prototyping and evaluation instils in students the value of planning and reviewing processes to realise ideas.

Brief Description of Subject

The Australian Curriculum: Design and Technologies actively engages students in creating quality designed solutions for identified needs and opportunities across a range of technologies contexts. Students consider the economic, environmental and social impacts of technologies and how the choice and use of technologies contributes to a sustainable future.

By the end of each band, students will have had the opportunity to create different types of designed solutions that address the technologies contexts: Engineering principles and systems, Food and fibre production, Food specialisations and Materials and technologies specialisations. For breadth of study, the curriculum has been developed to enable students to complete at least one product, one service and one environment within each band.

Assessment Tasks			
Task 1: Design Brief			
Solving a food production issue - 3 weeks	Solving a food production issue - 3 weeks	Solving a food production issue - 3 weeks	Solving a food production issue - 3 weeks