

Design, Creativity & Technology Policy

1.0 Rationale

Design, Creativity and Technology focuses on students' engaging in designing, creating and evaluating processes, products and technological systems using a range of materials as a way of developing creativity and innovation. It focuses on the development of students' skills in managing and manipulating materials and resources using a range of tools, equipment and machines to make, produce or grow functional physical products or systems. Essential to this domain is the development of Creativity and Innovation.

2.0 Goals

- To implement the dimensions of the Design, Creativity and Technology Domain in the AusVELS curriculum
 - Investigating and designing
 - Producing
 - Analysing and evaluating
- To understand that Creativity is applying imagination and lateral and critical thinking throughout the design and development processes.
- To understand that design, creativity and technology lead to innovation.
- To involve students in investigating, designing, producing, analysing and evaluating their own and other's products or systems.
- To develop and use design and technology skills, knowledge and processes to create new and/or improved products and/or systems.
- To develop problem solving skills as an individual and as a member of a team.
- To understand the principles of safety and use tools, equipment, materials and systems safely.

3.0 Implementation

- The teaching and learning program should link or sequentially organised the three dimensions of the Design, Creativity and Technology Domain.
- Teachers will provide a range of practical experiences where students can apply their knowledge and understanding of design processes.
- Teachers will integrate the tasks in the Design, Creativity and Technology domain where appropriate with other domains such as Science, English etc.
- Students will be encouraged to apply their imagination and critical thinking skills to design and development processes.
- Students will apply the process of Design in planning, organising, producing and evaluating products in a real context.
- Students will be expected to consider the environmental, social and economic factors in using design and technology processes including sustainability issues.
- Students will be engaged in posing problems and identifying needs, wants, opportunities and areas for improvement to work to designing a solution.
- Students will be instructed on the safe use of all tools, equipment, materials/ingredients and systems.
- Students will be involved in assessing the outcomes of their design and technology processes and their product(s).



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- Students will be encouraged to creatively solve problems as an individual and as a member of a team.

4.0 Resources

- AusVELS Curriculum
- ICT
- Primary Connection
- A range of materials and resources including food, wood, metal, timber, plastics, textiles, ceramics, plants, wheels and axles, pulleys and belts, gears, switches, lights, motors, connecting wires and batteries

5.0 Evaluation

AusVELS standards for assessing and reporting on student achievement are introduced from Level 3.

6.0 End of Document