Design, Technology and Engineering

You will investigate, design and create products that solve real-world problems within a variety of contexts. You will critically evaluate existing technologies and products, including the impact on societies. Through the investigation, development, planning and evaluating phases, you will apply skills, processes and techniques to develop innovative solutions to design problems of your choice. Digital or physical solutions could involve electronics, robotics, 3D printing prototypes, laser cutting materials, 3D digital models, coding, VR and architectural design.

SACE Stage 1 one or two semesters

Engage *Skills*	Extend *Knowledge*	Enrich *Experiences*
• Creative thinking • Critical thinking • Evaluation • Problem solving • Communication of ideas through a variety of mediums • Planning • Researching • Develop and work to design brief constraints	• Use design specific language • Design brief constraints • Develop creative ideas • Develop practical skills • Produce a solution	• Integrates other discipline such as Mathematics and Science • Design products through the design cycle across personal areas of interest • School based exhibition • Incursions – Designers across various discipline • Excursions – University Design Faculties

Assessments/Outcomes	Pathways
Investigation, Planning, Specialised skill development, Design product, Evaluation , Resource Study	**Subject Pathways:** Stage 2 Design, Technology and Engineering **Career Pathways:** IT Manager, Industrial Engineer, Game Developer, Computer Network Engineer, Systems Analyst, Web Designer, Mechanic, Construction, Manufacturing, Project Management, Electronics Engineer, Records Manager, Teacher, Software Engineer, ICT Technician, Policy Analyst, Statistician, Electronics Engineer, Electrician, Electrical Engineer, Audiovisual Technician, Locksmith

Walford