




# Digital and Design Technology



Year 9 at Walford

*Her Voice*

Students use creativity and imagination to investigate, design and create products that solve problems within a variety of contexts. Students apply skills, processes and techniques in the related context. Students investigate sustainability issues related to design solutions.

## Year 9 Elective

 <b>Engage</b> <i>Skills</i>	 <b>Extend</b> <i>Knowledge</i>	 <b>Enrich</b> <i>Experiences</i>
Creative thinking Critical thinking Evaluation Problem solving Communication Planning Researching	Use design specific language Develop and work to design brief constraints Develop creative ideas Develop practical skills Communicate ideas through a variety of mediums Investigate existing possible solutions Produce a solution	Integrates other disciplines (eg. Mathematics, Science) Design products that integrates 'real world' clients Incursions – designers from various disciplines Excursions – MOD

 <b>Assessments/Outcomes</b>	 <b>Pathways</b>
Investigation Planning Skill development Design product Evaluation	<p><b>Course Pathways:</b> Year 10 Design, Year 10 Subs in Schools (elective), Stage 1 Design, Technology and Engineering, Stage 1 Physics, Stage 1 Business Innovation, Stage 2 Design, Technology and Engineering, Stage 2 Physics, Stage 2 Business Innovation</p> <p><b>Career Pathways:</b> 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</p>