|  |  |
| --- | --- |
| **Australian Curriculum: Design and Technologies Foundation** | |
| **YEAR LEVEL DESCRIPTION** | **CONTENT DESCRIPTIONS** |
| Learning in Design and Technologies builds on the Early Years Learning Framework, and each student’s prior learning and experiences.  By the end of Foundation students should have had the opportunity to create at least one type of designed solution for one of the technologies contexts or one identified by the school. There are rich connections to Digital Technologies, and other learning areas, including Science and Humanities and Social Sciences.  Students should have opportunities to experience designing and producing a product, service or environment. They explore technologies – materials and equipment – through play experiences in a context and generate ideas to design a solution for a purpose. Students develop an awareness of how people design products, services and environments. They evaluate design ideas and choose the most suitable idea. Students use a range of methods to communicate design ideas, including drawings or models, for example changing perspectives from front view to plan view. They explore working with materials such as cardboard, fabric and other common household items and using equipment such as scissors, glues, trowels or kitchen utensils. Students learn techniques to safely make a designed solution. | |  |  | | --- | --- | | **Design and Technologies knowledge and understanding** | **Digital Technologies processes and production skills** | | |  |  | | --- | --- | | ***Technologies and society***   |  | | --- | | explore how familiar products, services and environments are designed by people AC9TDEFK01 | | | |  |  | | --- | --- | | ***Designing and making***   |  | | --- | | generate, communicate and evaluate design ideas, and use materials, equipment and steps to safely make a solution for a purpose AC9TDEFP01 | | | |  |  | |
| **ACHIEVEMENT STANDARD**  By the end of Foundation students identify familiar products, services and environments. They create a designed solution for a school-selected context. Students create, communicate and choose design ideas. They follow steps and use materials and equipment to safely make a designed solution. |