



# Australian Curriculum: Design and Technologies — Year 7

## *TMT-Materials and technologies specialisations*

### Band Plan 2023

CURRICULUM	YEAR 7			
	SEMESTER 1		SEMESTER 2	
	Term 1	Term 2	Term 3	Term 4
<b>Unit name</b>	Marble Game – Product	Marble Game – Product	Marble Game – Product	Marble Game – Product
<b>Unit description</b>	In this unit, students will design and create a game where a marble is rolled around a course. Students will use design principles to plan and build the Marble Game product.	In this unit, students will design and create a game where a marble is rolled around a course. Students will use design principles to plan and build the Marble Game product.	In this unit, students will design and create a game where a marble is rolled around a course. Students will use design principles to plan and build the Marble Game product.	In this unit, students will design and create a game where a marble is rolled around a course. Students will use design principles to plan and build the Marble Game product.

ASSESSMENT		YEAR 7			
		SEMESTER 1		SEMESTER 2	
		Marble Game-AT1	Marble Game-AT1	Marble Game-AT1	Marble Game-AT1
<b>Range and balance of summative assessment conventions</b>	<b>Technique</b>	Product	Product	Product	Product
	<b>Type of text</b>	3D Model	3D Model	3D Model	3D Model
	<b>Mode</b>	Physical	Physical	Physical	Physical
	<b>Conditions</b>	<ul style="list-style-type: none"> <li>• Individual</li> <li>• In class time</li> </ul>	<ul style="list-style-type: none"> <li>• Individual</li> <li>• In class time</li> </ul>	<ul style="list-style-type: none"> <li>• Individual</li> <li>• In class time</li> </ul>	<ul style="list-style-type: none"> <li>• Individual</li> <li>• In class time</li> </ul>

Aspects of the achievement standard				
explain factors that influence the design of products, services and environments to meet present and future needs				
explain the contribution of design and technology innovations and enterprise to society				
explain how the features of technologies impact on designed solutions and influence design decisions for each of the prescribed technologies contexts				
create designed solutions for each of the prescribed technologies contexts based on an evaluation of needs or opportunities	✓	✓	✓	✓
develop criteria for success, including sustainability considerations, and use these to judge the suitability of their ideas and designed solutions and processes	✓	✓	✓	✓
create and adapt design ideas and make considered decisions	✓	✓	✓	✓
communicate to different audiences using appropriate technical terms and a range of technologies and graphical representation techniques	✓	✓	✓	✓
apply project management skills to document and use project plans to manage production processes				
independently and safely produce effective designed solutions for the intended purpose	✓	✓	✓	✓

Term 1
Term 2
Term 3
Term 4
 indicates opportunities that summative assessments provide for students to demonstrate evidence against aspects of the achievement standard