Australian Curriculum: Design and Technologies — Years P-2 Band plan-2023

CURRICULUM		PREP				YEAR 1				YEAR 2			
		Semester 1		Semester 2		Semester 1		Semester 2		Semester 1		Semester 2	
		Term 1	Term 2	Term 3	Term 4	Term 1	Term 2	Term 3	Term 4	Term 1	Term 2	Term 3	Term 4
Unit name				It's Showtime				Grow, grow, grow				Spin it	
Unit description				**Materials and technologies specialisations** In this unit, students will explore the characteristics and properties of materials and components that are used to produce designed solutions. They will design and make a puppet with moving parts to use in a puppet show.				**Food production and food specialisations** In this unit, students will explore how plants and animals are grown for food, clothing and shelter and how food is selected and prepared for healthy eating. They will design solutions for a farm to enable successful food production and make a food product from garden produce.				**Engineering principles and systems** In this unit, students will explore how technologies use forces to create movement in products. They will design and make a spinning toy for a small child that is fun and easy to use. Suggestions for alternate projects are also described. *Aligned to Science unit	

ASSESSMENT		Prep				Year 1				Year 2			
		Semester 1		Semester 2		Semester 1		Semester 2		Semester 1		Semester 2	
				It's showtime-AT1				Grow, grow, grow-AT1				Spin it!-AT1	
Range and balance of summative assessment conventions	Technique			Project				Investigation				Project	
	Type of Text			3D Model and report				Part A & B Short response Part C Demonstration				3D Model and Report	
	Mode			Multimodal				Multimodal Practical				Multimodal	
	Conditions			• All required materials and equipment need to be available for all students.				• 2 lessons per part • Independent				• Two Lessons to design	

			• Teachers may direct students and provide steps for less able students. • 5 lessons • Independent			• Three lessons for writing task • Independent • Show slideshow 'make a mammandur' • Unpack assessment

Aspects of the achievement standard

describe the purpose of familiar products*, services and environments and how they meet the needs of users and affect others and environments			✔		✔	✔*
identify the features and uses of technologies for each of the prescribed technologies contexts			✔		✔	✔
create designed solutions for each of the prescribed technologies contexts, with guidance					✔	✔
describe given needs or opportunities*			✔		✔	✔*
create and evaluate ideas and designed solutions based on personal preferences			✔		✔	✔
communicate design ideas for designed products, services and environments* using modelling and simple drawings			✔		✔*	✔
demonstrate safe use of tools and equipment when producing designed solutions, following sequenced steps			✔		✔	✔

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