



Australian Curriculum: Design and Technologies — Years 7-8

TMT- Materials and technologies specialisations

Band Plan

CURRICULUM		YEAR 7		YEAR 8	
		SEMESTER 1 & 2		SEMESTER 1 or 2	
		Term 1,2,3,4 (repeated x4)		Term 1 and 3 (repeated x2)	Term 2 or 4 (repeated x2)
Unit name		Marble game		Candy Dispenser	Timber Carry All
Unit description		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.		You have been asked to design and construct a candy dispenser that meets detailed specifications, providing evidence of the processes and skills needed to manufacture the candy dispenser in a portfolio.	You have been asked to construct a timber carry all to store any tools, or stationary you may have at home. It is to be constructed using a range of hand tools, and incorporate a design feature of your choosing for each end plate.
ASSESSMENT		YEAR 7		YEAR 8	
		SEMESTERS 1 & 2		SEMESTER 1	SEMESTER 2
		AT1		AT1	AT2
Range and balance of summative assessment conventions	Technique	Project		Project	Project
	Type of text	3D Model and workbook		3D model and workbook	3D model and workbook/folio
	Mode	Practical and written		Practical and written	Practical and written
	Conditions	<ul style="list-style-type: none"> • Individual • Class time • 200 – 400 words 		<ul style="list-style-type: none"> • Individual • Class time • 200 – 400 words 	<ul style="list-style-type: none"> • Individual • Class time • 200 – 400 words

Aspects of the achievement standard

explain how people design, innovate and produce products, services and environments for preferred futures.			
Explain how the features of technologies impact on design decisions, and create designed solutions based on analysis of needs or opportunities, for each of the 4 prescribed technologies contexts.			✓
create and adapt design ideas, processes and solutions, and justify their decisions against developed design criteria that include sustainability		✓	
communicate design ideas and solutions to audiences using technical terms and graphical representation techniques, including using digital tools.	✓	✓	✓
independently and collaboratively document and manage production processes to safely produce designed solutions	✓	✓	✓

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