



# Design and Technology - Communication Flash Products

## What is Design & Technology Communication Flash Products

Design and Technology aims to develop enterprising skills and attributes that equip students to identify, create, initiate, and successfully manage the development of products, processes, or systems. They will learn to reflect on, evaluate, and build on their achievements. The study of Design and Technology is designed to give students the skills and knowledge to use tools, materials, and systems safely and competently, and to apply technological processes to complete a project as individuals and in teams. It gives students the opportunity to explore and develop technologies and demonstrate insight into the future uses of technology. They will critique issues and the impacts of technology, including social and ecological outcomes.

## Why study Design & Technology Communication Flash Products?

Design and technology education enables students to apply their knowledge and understanding of technological concepts in the critiquing and communication of ideas and designs for the making of products, processes, and systems. It is based on a model of learning that incorporates knowledge, skills, and design principles in problem-solving contexts.

Students will learn about technology by studying the products, processes, and systems of the designed world. The area of design and technology is about creating preferred futures by transferring and transforming knowledge. Students will learn how to adapt to new experiences and approach problems with the appropriate skills and techniques to identify important elements and to develop optimum solutions.

Students will learn how to use, manage, assess, and understand technology. They will recognise their social responsibilities for the resources and materials being used, including recycling, waste disposal, and identifying the effects on the environment. A technologically literate student is empowered to interact with innovations and ideas developed

through other disciplines. This is achieved through the ability to reflect and make informed judgments, the enhancement of manipulative skills, and the ability to realise designs through applied problem-solving.

## Course content of Design & Technology Communication Flash Products

This is a 2-unit subject that is practically oriented. Students will solve technological problems using design strategies to develop solutions to their design proposals and outcomes. These will be based on their knowledge and understanding in critiquing, designing, and making technological products, processes, and systems relating to the focus area chosen.

## Assessment Components

Assessment in subject consists of the following components, weighted as shown:

### School Based Component: 70%

Assessment Component 1: Skills & Applications Tasks (20%)

Assessment Component 2: Product (50%)

### Externally Moderated Component: 30%

Assessment Component 3: Folio

# Design and Technology - Communication Flash Products continued

## Learning Requirements of the Course

At the end of the program in Stage 2 subject, students should be able to:

1. Investigate and critically analyse the purpose, design concepts, processes, and production techniques of existing products or systems
2. Create, test, validate, modify, and communicate design ideas for an identified need, problem, or challenge
3. Investigate, analyse, and use the differing characteristics and properties of materials, components, processes, and equipment to create products or systems safely
4. Use the design process to select materials, components, processes, techniques, and equipment, to develop and implement solutions and ideas for products or systems
5. Apply appropriate knowledge and understanding of skills, processes, procedures, and techniques to a range of technological activities
6. Evaluate product or system development and outcome, and reflect on technological ideas and procedures used, with reference to the design brief
7. Analyse the impact of technological practices, products, or systems on individuals, society, and/or the environment.

## Future Pathways in Design & Technology Communication Flash Products

Information Technology professionals have a wide range of roles in industry from integrating existing components into larger systems, to designing efficient software for small-scale devices such as mobile phones.

Information Technology is a rapidly growing area with cutting-edge applications such as bioinformatics and advanced physics. Almost every sector of the workforce uses information technology in some form.

Information Technology provides a good base for tertiary education, vocational education or professions including:

- Computer Science
- Multimedia
- System Analysis
- E-commerce
- Database Administration
- Web Application Developer
- Web Application Developer
- Interactive Game Developing

It is also a useful foundation in other professional fields such as:

- Business and Commerce
- Medicine
- Law
- Education
- Engineering

## Required Text(s) for Design & Technology Communication Flash Products

None.

## What are the prerequisites?

Pass in Stage 1 Mathematics and English.



TRINITY COLLEGE  
Senior

## Contact Details

For more information about studying Year 12 at Trinity College Senior, please contact the Head of Year 12 on 8523 8705 or visit: [www.trinity.sa.edu.au/curriculum/index.htm](http://www.trinity.sa.edu.au/curriculum/index.htm)

## Further Information

More information about SACE may be obtained from the SACE Board of South Australia webpage at: [www.sace.sa.edu.au](http://www.sace.sa.edu.au)