



# Design & Technology: Furniture Construction

## What is Furniture Construction?

Furniture Construction involves the use of a diverse range of manufacturing technologies such as tools, machines, and processes to convert materials into useful products. It is about designing and making products with metals, plastics, wood and composites.

## Why study Furniture Construction?

Students learn about the products, processes, and systems of the natural and designed world. They develop an understanding of how the use of technology has created new and rapidly changing opportunities in local, national, and global contexts. The study of Design and Technology is about developing knowledge, skills, and techniques, and applying these to new experiences and problems to create optimum solutions. Students develop the ability to use, manage, assess, and understand the implications, applications, and consequences of technology. They understand their social responsibilities in the use of the resources, materials, and systems, including recycling and waste disposal, and identify the effects on the individual, society, and the environment. A technologically literate student is able to draw on knowledge and understanding developed through different disciplines to realise solutions through applied problem solving. Students are able to enhance their manipulative and other practical skills in Design and Technology, and reflect on what they have learnt to make informed decisions and develop their capabilities for life and work..

## Course content of Furniture Construction

The course in Furniture Construction is comprised of the following;

1. Two skills and application task: Students negotiate with their teacher the furniture construction processes and production techniques they wish to explore. These processes and techniques will be in preparation for the realisation of the main furniture piece (Product). Students and teachers negotiate whether it would be appropriate to demonstrate these processes and techniques in a single session, or over a more extended period of time. This assessment could comprise one task or a series of tasks.
2. Folio: Students identify a need, problem, or challenge and create an initial design brief relevant to the chosen context. They investigate and analyse a range of existing furniture. Students describe and analyse the purpose of the furniture, the materials selection, and the methods of its production. They make recommendations for adoption, improvement, or redevelopment to validate their design brief. An investigation study of the impact of technological issues relevant to the product is also required. This investigation study will include the impact on the individual, society, environment and/ or technological practices related to the product. Through planning, students will create furniture design ideas from recommendations made in the investigating stage. The presentation and quality of the design ideas relating to their furniture (Product) will also be considered during the course. Students will select appropriate means to present their ideas, concepts, and design proposals to a given audience.
3. Product: Students work individually to produce a piece of furniture (Product) based on the specifications provided by the product design brief in their folio. Students choose and use appropriate materials, safely use a range of tools, equipment, and systems, and apply appropriate processes and production techniques to create a furniture piece. Students will also be required to evaluate their furniture against the requirements of the design brief.

# Furniture Construction continued

## Assessment Components

Assessment Type 1: Skills and Applications Tasks	60%
Assessment Type 2: Folio	20%
Assessment Type 3: Product	20%

## Learning Requirements of the Course

At the end of the program in Stage 1 Furniture Construction students should be able to:

1. Investigate 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. Recognise and use the differing characteristics and properties of materials, components, techniques, and equipment to create a product or system safely
4. Use the design process to gather, analyse, and apply information to solve technological problems
5. Apply appropriate knowledge and understanding of skills, processes, procedures, and techniques to a range of technological activities
6. Evaluate the product or system development and outcome 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 Furniture Construction

Completion of the course provides excellent preparation for entry to Stage 2 Furniture and a wide range of trades, post secondary and TAFE courses.

## Required Text(s) for Furniture Construction

All course notes are supplied.

## What are the prerequisites?

There are no prerequisites but completion of Design & Technology subjects in Year 10 is an advantage.



TRINITY COLLEGE  
Senior

## Contact Details

For more information about studying Year 11 at Trinity College Senior, please contact the Head of Year 11 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)