



## TECHNOLOGY - FOOD TECHNOLOGY (FDT)

**USER PAY FEES:** \$35 approx. - cooking ingredients for demonstration

### SUBJECT INFORMATION

Food Technology is a subject where students will develop skills linking knowledge to practical applications in the field of food and health.

### SPECIAL FEATURES OF THE COURSE

Students will be required to bring ingredients for practical cooking each week.

| COURSE OVERVIEW   |  |
|---|--|
| <ul style="list-style-type: none"><li>• Safety/Hygiene</li><li>• Knife Skills /Practical Cooking</li><li>• Sustainability / Packaging of foods</li><li>• Fresh Vs Convenient Foods</li><li>• Variety of cooking techniques</li><li>• Food specialisation &amp; production – Functional properties of food</li><li>• Sensory Analysis of food</li><li>• Smart snacks &amp; healthy lunches</li></ul> |  |
| <b>Homework Requirements</b> <ul style="list-style-type: none"><li>• Homework book containing:<ul style="list-style-type: none"><li>○ Weekly work plans</li><li>○ Demo questions</li><li>○ NAPLAN activities</li></ul></li></ul>  | <b>Assessment Techniques</b> <ul style="list-style-type: none"><li>• Written Exam</li><li>• Practical Cooking Exam</li><li>• Design Challenge Assignment</li></ul> |



## TECHNOLOGY - DIGITAL TECHNOLOGIES (DIG)

**USER PAY FEES:** Nil.

**ADDITIONAL COSTS:** Students will require \$5 print balance.

### SUBJECT INFORMATION

The focus of this course is Digital Technologies – which encompasses Programming and Creative Arts. Students will undertake graphic design, website design and programming using Python. They will use Raspberry Pi’s to develop a world in Minecraft. This subject offers students the exciting opportunity to explore a variety of industry-standard software applications. It will appeal to students who have a keen interest in learning about computer technology, programming, graphic and web design and those who want to develop and expand their existing IT skills.

| COURSE OVERVIEW   |   |
|---|---|
| TERM 1  | TERM 2  |
| <ul style="list-style-type: none"> <li>Graphic design with Adobe Photoshop</li> <li>Web design with Adobe Muse</li> </ul> | <ul style="list-style-type: none"> <li>Programming in Python using Minecraft and Raspberry Pi</li> </ul>      |
| <b>Homework Requirements</b> <ul style="list-style-type: none"> <li>Spelling lists</li> <li>Case studies</li> </ul>       | <b>Assessment Techniques</b> <ul style="list-style-type: none"> <li>Folio of work</li> <li>Project</li> </ul> |

## TECHNOLOGY - GRAPHICS & DESIGN (GRD)

**USER PAY FEES:** Nil.

### SUBJECT INFORMATION

Students apply techniques to generate and test ideas, communicate and represent alternatives and solutions and document processes through the use of freehand and technical drawings. Course of study leads to Authorities Subject in years 11 and 12.

| COURSE OVERVIEW   |   |
|---|---|
| This course offers students the opportunity to gain knowledge and understanding of different methods of graphical communication. Students will be exposed to a variety of drawing techniques, delivered through a combination of free-hand sketching and computer aided drawing techniques. |   |
| <b>Homework Requirements</b> <ul style="list-style-type: none"> <li>Homework tasks (drawings)</li> </ul>  | <b>Assessment Techniques</b> <ul style="list-style-type: none"> <li>Class tests</li> <li>Classwork</li> <li>Assignment</li> </ul> |



## TECHNOLOGY - METAL ENGINEERING (TME)

**USER PAY FEES:** \$25 approx. - Project material to make junior hacksaw, lantern, garden weeder and toolbox.

### SUBJECT INFORMATION

In Design and Technologies students engage in a design process. They generate, develop and evaluate ideas and design, produce (make) and evaluate products, services and environments in a metal engineering context. It covers all necessary aspects of health, safety and injury prevention in a metal technologies context when using potentially dangerous materials, tools and equipment. Course leads to VET strands in year 11 and 12.

| COURSE OVERVIEW   |   |
|---|---|
| <p>Opportunity to develop knowledge and understanding of design, materials, equipment and processes in an engineering context.</p> <p>Students will engage in practical projects – for example junior hacksaw, garden weeder, toolbox to develop these areas.</p> |   |
| <p><b>Homework Requirements</b></p> <ul style="list-style-type: none"> <li>• Homework tasks</li> <li>• Spelling lists</li> <li>• Reflection diary</li> </ul>  | <p><b>Assessment Techniques</b></p> <ul style="list-style-type: none"> <li>• Project Realisation</li> <li>• Design folio</li> <li>• Reflection Booklet</li> </ul> |

## TECHNOLOGY - WOOD MANUFACTURING (TWM)

**USER PAY FEES:** \$40 approx. - Project material to make CD rack, coffee table and cake slice.

### SUBJECT INFORMATION

In Design and Technologies students engage in a design process. They generate, develop and evaluate ideas and design, produce (make) and evaluate products, services and environments in a wood manufacturing context. It covers all necessary aspects of health, safety and injury prevention in a wood technologies context when using potentially dangerous materials, tools and equipment. This course leads to VET strands in year 11 and 12.

| COURSE OVERVIEW  |  |
|--|--|
| <ul style="list-style-type: none"> <li>• Opportunity to develop knowledge and understanding of design, materials, equipment and processes in a woodworking context.</li> <li>• Students will engage in practical projects – for example serviette holder, coffee table and cake slice to develop these areas.</li> </ul> |  |
| <p><b>Homework Requirements</b></p> <ul style="list-style-type: none"> <li>• Homework tasks</li> <li>• Spelling lists</li> <li>• Reflection diary</li> </ul>   | <p><b>Assessment Techniques</b></p> <ul style="list-style-type: none"> <li>• Project Realisation</li> <li>• Theory Test</li> <li>• Reflection Booklet</li> </ul> |