



Years 7–10 Syllabus



# **Contents**

Information and Software Technology	3
Syllabus Outcomes	3
Activities	5
Design and Technology	9
Syllabus outcomes	9
Activities	12
Graphics Technology	15
Syllabus Outcomes	15
Activities	19
Industrial Technology	21
Syllabus Outcomes	21
Activities	25
Visual Arts	28
Syllabus Outcomes	28
Activities	30
Visual Design	32
Syllabus Outcomes	32
Activities	33
Textiles Technology	35
Syllabus Outcomes	35
Activities	38
Technology Mandatory	40
Syllabus Outcomes	40
Activities	42
Work Education	43
Syllabus Outcomes	43
Activities	45



## **Information and Software Technology**

Years 7–10 Syllabus (2003)

### **Syllabus Outcomes**

Oł	ojectives	Stage	4 Outcomes	Stage	5 Outcomes
Students will develop:		A student:		A student:	
1	knowledge and understanding of a range of computer software and hardware	4.1.1	recognises and uses software programs that are suitable for specific tasks	5.1.1	selects and justifies the application of appropriate software programs to a range of tasks
		4.1.2	identifies and demonstrates appropriate use of a range of hardware	5.1.2	selects, maintains and appropriately uses hardware for a range of tasks
2	and critical thinking skills in order to design and develop creative information and software  4.	4.2.1	identifies and uses problem- solving processes when creating solutions	5.2.1	describes and applies problem-solving processes when creating solutions
		4.2.2	designs, produces and evaluates appropriate solutions to a range of problems	5.2.2	designs, produces and evaluates appropriate solutions to a range of challenging problems
		4.2.3	justifies decisions made when creating information and software technology solutions	5.2.3	critically analyses decision- making processes in a range of information and software solutions
3	responsible and ethical attitudes related to the use of information and software technology	4.3.1	uses ethical practices when dealing with information and software technology	5.3.1	justifies responsible practices and ethical use of information and software technology
		4.3.2	describes ethical practices used when dealing with data and information	5.3.2	acquires and manipulates data and information in an ethical manner



4	knowledge and understanding of the effects of past, current and emerging information and software technologies on the individual and society	4.4.1 describes a range of past, current and emerging information and software technologies	5.4.1 analyses the effects of past, current and emerging information and software technologies on the individual and society
---	---	---	--

Objectives	Stage 4 Outcomes	Stage 5 Outcomes
Students will develop:	A student:	A student:
5 effective communication skills and	4.5.1 identifies the benefits of collaborative work practices when completing a task	5.5.1 applies collaborative work practices to complete tasks
collaborative work practices leading to information and software	4.5.2 documents ideas and solutions for targeted audiences	5.5.2 communicates ideas, processes and solutions to a targeted audience
technology solutions for specific problems	4.5.3 identifies key roles and responsibilities of people in the field of information and software technology	5.5.3 describes and compares key roles and responsibilities of people in the field of information and software technology



#### **Activities**

Stage 4 (Years 7-8) Activities

#### **Activity 1: Laser Basics and Hardware Exploration**

- Description: Introduce students to the principles of CO2 lasers and explore various hardware components involved. Students will learn to identify and use different parts of a CO2 laser system.
- Referenced Outcomes:
  - 4.1.2 Identifies and demonstrates appropriate use of a range of hardware.
  - 4.4.1 Describes a range of past, current, and emerging technologies.
- Skills Developed: Hardware identification, basic technological literacy.

#### **Activity 2: Software for Laser Design**

- Description: Students use specific software to design a simple project (like a nameplate) which they will then produce using a CO2 laser cutter. This introduces them to practical applications of design software.
- Referenced Outcomes:
  - 4.1.1 Recognises and uses software programs that are suitable for specific tasks.
- Skills Developed: Software operation, design skills.

#### **Activity 3: Problem-Solving with Laser Technology**

- Description: Students will be tasked to design and optimize a simple product, addressing a specific problem or need, using a CO2 laser. This will involve iterative design, production, and evaluation.
- Referenced Outcomes:
  - 4.2.1 Identifies and uses problem-solving processes when creating solutions.
  - 4.2.2 Designs, produces, and evaluates appropriate solutions to a range of problems.
- Skills Developed: Problem-solving, critical thinking, product design.



#### **Activity 4: Ethics in Technology**

- Description: Through a guided discussion and research, students examine ethical considerations in the use of laser technology, such as privacy, safety, and environmental impact.
- Referenced Outcomes:
  - 4.3.1 Uses ethical practices when dealing with information and software technology.
  - 4.3.2 Describes ethical practices used when dealing with data and information.
- Skills Developed: Ethical reasoning, critical discussion.