2026 Year 7 Unit Outline

Design & Technology - Wood Technology

Teacher(s): *Megan Miller, Megan Matthews*

Faculty: *Design & Technology* **Unit Duration:** 1Term Rotation, 2026

The **Australian Curriculum Achievement Standards in** Technologies: Design & Technology reflects the distinctive practices of each subject area, and with learning in an increasingly technological and complex world, it is important to develop knowledge and confidence to critically analyse and creatively respond to design challenges. Knowledge, understanding and skills involved in the design, development and use of technologies are influenced by and can play a role in enriching and transforming societies and our natural, managed and constructed environments.

Design and Technologies actively engages students in creating quality designed solutions for identified needs and opportunities across a range of technologies contexts.

Students manage projects independently and collaboratively from conception to realisation. They apply design and systems thinking and design processes to investigate ideas, generate and refine ideas, plan, produce and evaluate designed solutions. They develop a sense of pride, satisfaction and enjoyment from their ability to develop innovative designed products, services and environments. Through the practical application of technologies including digital technologies, students develop dexterity and coordination through experiential activities.

Design and Technologies motivates young people and engages them in a range of learning experiences that are transferable to family and home, constructive leisure activities, community contribution and the world of work.

Australian Curriculum Achievement Standard:

By the end of Year 8, students explain factors that influence the design of products, services, and environments to meet present and future needs. They explain the contribution of design and technology innovations and enterprise to society.

Students explain how the features of technologies impact on designed solutions and influence design decisions for each of the prescribed technologies contexts.

Students create designed solutions for each of the prescribed technologies contexts based on an evaluation of needs or opportunities. They develop criteria for success, including sustainability considerations, and use these to judge the suitability of their ideas and designed solutions and processes. They create and adapt design ideas, make considered decisions, and communicate to different audiences using appropriate technical terms and a range of technologies and graphical representation techniques.

Students apply project management skills to document and use project plans to manage production processes. They independently and safely produce effective designed solutions for an intended purpose.

Unit Description: During this term students will learn about wood workshop conduct and safety. They will learn to use CAD software to design and create 3D models/prototypes of their wood projects and use ICT in project research, wood technologies research and presenting their work. Students will learn about the design process and how design is used in the creative process of woodworking. Students will spend time in the wood workshop developing practical skills and knowledge about the safe use of a range of hand tools and machinery. Students will be engaged in producing a range of woodwork projects that will incorporate different wood types, properties and forms. In the project creation process they will discover the differences in wood types properties and behaviours and how wood plays a very important role in society in many different ways. This unit may contain topics which raise concerns with families in our community. Please contact the class teacher if you have any specific concerns.

Essential Learning Outcomes developed from the Achievement Standards of the Australian Curriculum:

1. Creates and adapts design ideas, processes and solutions, and justifies their decisions against developed design criteria that include sustainability (**V9.DST.7.03)**
2. Independently and collaboratively documents and manages production processes to safely produce designed solutions (**V9.DST.7.05)**

Materials and Equipment Required: Students are expected to arrive at every class with a class book/folder to write notes for that subject, a writing instrument and a Chromebook or similar, appropriate electronic device. Students may also be required to provide the following additional materials and equipment: *pen and pencil, eraser, scissors, glue stick.*

Absences from Class: Students who miss classes due to absence or excursions must negotiate with the class teacher to catch up missed work.

Use of IT in Class: A Google Classroom has been set up for this class. Students will be required to log into this Google Classroom regularly to access course material. Students must bring their Chromebook to all lessons, however, the use of these devices in class will be at the discretion of the teacher.

Homework: Any homework will be directly related to instruction and course requirements, will be assessed appropriately and may impact upon student grades. Examples of homework may include; catch up on missed classwork, revision of classwork, study for tests, assignment work, or preparation for a class presentation.

Late Work: Extensions may be negotiated with individual teachers before the due date

Plagiarism: Plagiarism is copying or using another's work and claiming it as your own. This includes copying, cutting and pasting text or using ideas directly from a text, the internet or some other source without appropriate referencing. If this happens, work may not be graded and students will be asked to discuss the assessment with the classroom teacher and Executive Teacher for that subject. Parents may be contacted as part of this process.

Assessment Portfolio: This contains evidence of work from the opportunities the students have been provided to demonstrate elements of the achievement standard.

Portfolio Assessment Tasks for this subject will include:	**Week / Date Due**	**Essential Learning**
1. Workshop Safety	**Week 3**	**4**
2. Practical Project PART 1 Game Box, Base Unit Butt Joint & Rebate Joint	**Week 5**	**1,2,3**
3. Isometric Drawing of project. (Hand drawn/ CAD Design)	**Week 7**	**1,2,4**
4. Practical Project PART 2 Game Box Lid with Engraving, Mitre Join and Game elements (lid engraving, etc.)	**Week 9**	**1,2,3**

A-E Reporting Grade Descriptors These are the grades and grade descriptors for reporting at the end of each Semester.

A	Demonstrating **excellent** achievement of what is expected (Consistently achieving a proficiency level of 4 or above in each of the Essential Learnings)
B	Demonstrating a **high** achievement of what is expected (Consistently achieving a proficiency level of between 3 and 4 in each of the Essential Learnings)
C	Demonstrating **satisfactory** achievement of what is expected (Achieving a proficiency level of 3 across the Essential Learnings)
D	Demonstrating **partial** achievement of what is expected (Achieving a proficiency of between 1 and 3 across the Essential Learnings)
E	Demonstrating **limited** achievement of what is expected (Achieving a proficiency of 1 or less in each of the Essential Learnings)
S	**Status** is awarded where unavoidable circumstances have prevented assessment. Must be negotiated with the Principal.

Grade Descriptors and the "C" grade

In ACT public schools the Australian Curriculum Achievement Standard is aligned with a 'C' grade. The 'C' grade indicates that your child has demonstrated a satisfactory level of knowledge, understanding and skill in relation to the Achievement Standard.

Appeals

A student must initiate an appeal for any grade with their subject teacher. If a student is dissatisfied with that initial process, they must pursue further appeal through the Faculty Executive Teacher for that subject.

Executive Teacher

Rebecca Hanrahan _____ Click here to enter a date. _____