




School Code	DES		
Year Level	11 & 12	QCE Credits	4
Subject Type	General Subject	VET Contribution	N/A
Recommended Academic Performance	English – High C Standard (minimum)		
21st Century Skills	 Critical thinking	 Communication	 Collaboration and teamwork

Design focuses on the application of design thinking to imagine creative products, services and environments in response to human needs, wants and opportunities. Designing is a complex and sophisticated form of problem-solving that uses divergent and convergent thinking strategies.

Students learn how design has influenced the world in which they live. Collaboration, teamwork and communication are crucial skills needed to work in design teams and liaise with stakeholders. They learn the value of creativity and build resilience as they experience iterative design processes, where the best ideas may be the result of trial and error and a willingness to take risks and experiment with alternatives.

Students learn about and experience design through **exploring** needs, wants and opportunities; developing ideas and design concepts; using **drawing** and low-fidelity **prototyping** skills; and **evaluating** ideas and design concepts. They **communicate** design proposals to suit different audiences.

Pathways

A course of study in Design can establish a basis for further education and employment in the fields of architecture, digital media design, fashion design, graphic design, industrial design, interior design and landscape architecture.

Objectives

By the conclusion of the course of study, students will:

- describe design problems and design criteria
- analyse needs, wants and opportunities using data
- devise ideas in response to design problems
- synthesise ideas and design information to propose design concepts
- evaluate ideas and design concepts to make refinements
- represent ideas, design concepts and design information using drawing and low-fidelity prototyping
- make decisions about and use mode-appropriate features, language and conventions for particular purposes and contexts.

Costs

It is expected that students studying this subject participate in BYOD. Please see Page 20 for further information and device specifications. Students studying design are required to purchase:

- An A4 Visual Diary
- Black fine-line pen
- Thick black marker (such as a Sharpie or Artline 210)

Structure:

Unit 1	Unit 2	Unit 3	Unit 4
<p>Design in practice</p> <ul style="list-style-type: none"> • Topic 1: Experiencing design • Topic 2: Design process • Topic 3: Design styles 	<p>Commercial design</p> <ul style="list-style-type: none"> • Topic 1: Explore - client needs and wants • Topic 2: Develop - collaborative design 	<p>Human-centred design</p> <ul style="list-style-type: none"> • Topic 1: Designing with empathy 	<p>Sustainable design</p> <ul style="list-style-type: none"> • Topic 1: Explore - sustainable design opportunities • Topic 2: Develop - redesign

Assessment:

Schools devise assessments in Units 1 and 2 to suit their local context.

In Units 3 and 4 students complete four summative assessments. The results from each of the assessments are added together to provide a subject score out of 100. Students will also receive an overall subject result (A–E).

Summative assessments:

Unit 3		Unit 4	
Summative internal assessment 1: Examination - design challenge	15%	Summative internal assessment 3: Project	25%
Summative internal assessment 2: Project	35%	Summative external assessment 2: Examination	25%

Costs

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