



Design and Tech

7-9

Program outline



Welcome to the Design and Tech 7-9 program

This program enhances your ability to work with the Design and Technologies 7-9 curriculum by connecting the learning area with general capabilities and cross-curriculum priorities. You'll gain practical strategies to foster effective learners through creativity and collaboration using high-impact pedagogical and assessment approaches. Through the program, you'll deepen your understanding of the Design and Technologies learning area, learning progressions, and how to design engaging, challenging experiences that build on learner agency through individual abilities and interests.

The program is delivered face-to-face over 4 days.

The learning

Day 1 and 2: Curriculum exploration

The first 2 days are designed to help you identify and understand your needs and develop a corresponding plan to support your development as a Design and Technologies teacher. You'll unpack the Design and Technologies 7-9 curriculum by:

- recognising the 3 thinking strategies that underpin Design and Technologies learning: design thinking, systems thinking and to a lesser extent, computational thinking
- exploring products, services and environments for creating design solutions for preferred futures
- adapt the Design and Technologies curriculum and supporting resources to your context.

Day 3: Site-based work shadowing

You'll spend this day exploring tailored, site-specific opportunities to increase your knowledge in an identified area of need with an experienced mentor. You can choose to explore one of the below contexts:

- food specialisation
- food and fibre production
- engineering principles and systems
- materials and technologies specialisations.

Final day: Adelaide Botanic Gardens

On the final day of the program, you'll explore trails at the Adelaide Botanic Gardens while learning about:

- adaptations, pollinations and biomimicry
- First Nations artefacts.

In the afternoon you'll develop a personal learning plan and your own commitment to action.

Applied learning activities

Throughout the 4 program days, you'll develop a personal journey map to highlight your current knowledge and experience in design and tech, your future vision for teaching the subject, and the learning you will undertake as you navigate your path forward. On the final day you'll determine your future commitment to action, identifying how to support the future work you'll do with your students. Further information is provided during the program.

Program requirements

To achieve satisfactory completion, you need to:

- actively participate in all program days and activities
- complete the applied learning task.

When you've met the above requirements, you'll receive a certificate of completion from Orbis. This can be used as evidence for your required professional learning hours for registration renewal. If you're unable to meet these requirements, please contact Orbis to discuss.

“Some of the best training I have experienced across my career. I left feeling enthusiastic and energetic about commencing a tech teaching pathway.”

2024 Design and Tech participant

Engaging.
Empowering.
Purposeful.
Collaborative.
Exemplary.



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