

10 Design Technology

Learning Area: Technology

Timetable Code: 10DTEC

Teacher in charge: Mr Huria

What will I learn?

Year 10 is about understanding how timber works when cut, shaped, and fixed together. It is also about teamwork and group work. You will learn about the design process in Technology and how to implement it in your project work.

Units & Assessment Tasks (in teaching order)

<i>Start</i>	<i>Unit Title</i>	<i>Assess Date</i>	<i>Assess Method</i>
T1W1	Health and safety		
T1W2	Helicopter - shaping and accuracy in measurements	T1W9	
T1W9	Skateboards - Accuracy in marking out and shaping within groups	T2W6	
T2W6	Resin clocks - accuracy in resin ratios, sanding and finishing	T2W10	
T3W1	Strategy game - understanding the accuracy in measurements and understanding of how timber is fixed together	T3W10	
T4W1	Different methods of joining timber exercises. A vote will be held as to what project the students will do for their final work.		

Where does this option lead?

This course will lead to Year 11 Carpentry. The students will have picked up the skill base required to complete tasks and projects in their first year of carpentry training.