Years 7–10 Design and Technologies

Australian Curriculum Version 9.0: Sequence of achievement standards

The table below provides a sequence of achievement standards for Years 7–10 Design and Technologies. A similar resource is available for Prep–Year 6 Design and Technologies.

Years 7–8 band	Years 9–10 band
By the end of Year 8, students explain how people design, innovate and produce products, services and environments for preferred futures. For each of the 4 prescribed technologies contexts they explain how the features of technologies impact on design decisions, and create designed solutions based on analysis of needs or opportunities. Students create and adapt design ideas, processes and solutions, and justify their decisions against developed design criteria that include sustainability. They communicate design ideas and solutions to audiences using technical terms and graphical representation techniques, including using digital tools. They independently and collaboratively document and manage production processes to safely produce designed solutions.	By the end of Year 10, students explain how people consider factors that i used to design and produce products, services and environments for susta innovation, enterprise skills and emerging technologies to global preferred contexts, students explain the features of technologies and their appropria solutions based on an analysis of needs or opportunities. Students create, solutions and justify their decisions against developed design criteria that i ideas, processes and solutions to a range of audiences, including using di collaboratively develop and apply production and project management pla select and use technologies skilfully and safely to produce designed soluti

More information

If you would like more information, please visit the QCAA website www.qcaa.qld.edu.au. Alternatively, email the K-10 Curriculum and Assessment branch at australiancurriculum@qcaa.qld.edu.au.

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t impact on design decisions and the technologies stainable living. They explain the contribution of ed futures. For one or more of the technologies iateness for purpose, and create designed te, adapt and refine design ideas, processes and t include sustainability. They communicate design digital tools. Students independently and lans, adjusting processes when necessary. They utions.

