Years 9–10 band Design and Technologies

ACiQ | v9.0

Australian Curriculum Version 9.0: Achievement standard aligned to content descriptions

This resource shows alignment between aspects of the achievement standard and relevant content descriptions for Years 9–10 band. A similar resource is available for Prep/other bands.

The Australian Curriculum (AC) v9.0 code for each content description includes an element indicating the strand it is organised by, e.g. AC9TDE10K01 indicates Knowledge and understanding strand.

Key to content description codes: Design and Technologies	
e.g. **AC9TDE10K01** Australian Curriculum (**AC**) Version 9 (**9**) Technologies Learning area (**T**) Design and Technologies (**DE**) Years 9–10 band (**10**) Strand (**K**, **P**) Content description number (**##**)	Strands: • K — Knowledge and understanding • P — Processes and production skills

Years 9–10 band Australian Curriculum: Design and Technologies achievement standard

By the end of Year 10 students explain how people consider factors that impact on design decisions and the technologies used to design and produce products, services and environments for sustainable living. They explain the contribution of innovation, enterprise skills and emerging technologies to global preferred futures. For one or more of the technologies contexts, students explain the features of technologies and their appropriateness for purpose, and create designed solutions based on an analysis of needs or opportunities. Students create, adapt and refine design ideas, processes and solutions and justify their decisions against developed design criteria that include sustainability. They communicate design ideas, processes and solutions to a range of audiences, including using digital tools. Students independently and collaboratively develop and apply production and project management plans, adjusting processes when necessary. They select and use technologies skilfully and safely to produce designed solutions.

Achievement standard aspect	Relevant content description/s	AC v9.0 code
By the end of Year 10	**Students learn to:**	
Students explain how people consider factors that impact on design decisions and the technologies used to design and produce products, services and environments for sustainable living.	• analyse how people in design and technologies occupations consider ethical, security and sustainability factors to innovate and improve products, services and environments	AC9TDE10K01
They explain the contribution of innovation, enterprise skills and emerging technologies to global preferred futures.	• analyse the impact of innovation, enterprise and emerging technologies on designed solutions for global preferred futures	AC9TDE10K02
For one or more of the technologies contexts, they explain the features of technologies and their appropriateness for purpose, and create designed solutions based on an analysis of needs or opportunities.	• analyse and make judgements on how the characteristics and properties of materials are combined with force, motion and energy to control engineered systems	AC9TDE10K03
	• analyse and make judgements on the ethical, secure and sustainable production and marketing of food and fibre enterprises	AC9TDE10K04
	• analyse and make judgements on how the sensory and functional properties of food influence the design and preparation of sustainable food solutions for healthy eating	AC9TDE10K05
	• analyse and make judgements on how characteristics and properties of materials, systems, components, tools and equipment can be combined to create designed solutions	AC9TDE10K06
	• analyse needs or opportunities for designing; develop design briefs; and investigate, analyse and select materials, systems, components, tools and equipment to create designed solutions	AC9TDE10P01
They create, adapt and refine design ideas, processes and solutions and justify their decisions against developed design criteria that include sustainability.	• apply innovation and enterprise skills to generate, test, iterate and communicate design ideas, processes and solutions, including using digital tools	AC9TDE10P02
	• develop design criteria independently including sustainability to evaluate design ideas, processes and solutions	AC9TDE10P04
They communicate design ideas, processes and solutions to a range of audiences, including using digital tools.	• apply innovation and enterprise skills to generate, test, iterate and communicate design ideas, processes and solutions, including using digital tools	AC9TDE10P02
They independently and collaboratively develop and apply production and project management plans, adjusting processes when necessary.	• develop project plans for intended purposes and audiences to individually and collaboratively manage projects, taking into consideration time, cost, risk, processes and production of designed solutions	AC9TDE10P05
They select and use technologies skilfully and safely to produce designed solutions.	• select, justify, test and use suitable technologies, skills and processes, and apply safety procedures to safely make designed solutions.	AC9TDE10P03

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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Queensland Curriculum & Assessment Authority
March 2023