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School Curriculum
and Standards
Authority

The Authority

Kindergarten to Year 10

Years 11 and 12

Student

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Organisation

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Overview

Rationale

Aims

Organisation

Student Diversity

Ways of Teaching

Ways of Teaching Video

Ways of Assessing


General Capabilities



Cross-Curriculum Priorities


Glossary

 Technologies Glossary

 Technologies Scope and Sequence

 Technologies Scope and Sequence 

 ABLEWA Technologies Scope & Sequence 

 ABLEWA Technologies Scope & Sequence

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Content structure

The Western Australian Technologies subjects:

- Design and Technologies
- Digital Technologies

The Technologies curriculum is divided into two subjects: Design and Technologies (Engineering specialisations); and Digital Technologies (Information Systems specialisations). This provides an opportunity to study

In Years 9 and 10 the

In Design and Technologies there is an opportunity to engage

In Design and Technologies students explore different technological production; Food systems and how they create designed

In Digital Technologies students explore design thinking and Digital Technologies practical applications

The syllabus for each subject provides an understanding and similarities and con

a comprehensive understanding of various technologies. It also includes practical applications, such as coding, robotics, and digital design, to develop students' skills and creativity. The Technologies subject is designed to provide students with a solid foundation in digital technologies, preparing them for the challenges of the 21st century.

The Technologies curriculum covers a range of topics, including digital literacy, computational thinking, and design. It aims to equip students with the skills and knowledge needed to thrive in a digital world.

SYSTEMS
THINKING

Figure 1: The rela

Relationship

Knowledge, understandi
related strands:

- Knowledge and u
- Processes and pr

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The common stranc
the two subjects.

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- Engineering princ
- Food and fibre pr
- Food specialisati
- Materials and tec
specialisations

Table 1: Outlines

Processes ar

Design and Techn

Creating solution

- investigating and
- designing
- producing and im
- evaluating
- collaborating and

Table 2: Outlines

The Technologies curriculum includes Design and Technologies and Digital Technologies and Digital Knowledge and Understanding, and underpins the production skills strand.

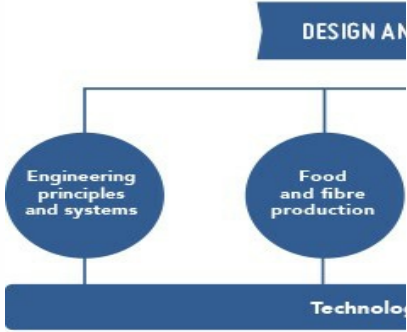


Figure 2: The orga

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Glossary

A glossary is provided to define the concepts included in this document.

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