

Year 10 Technology 2019 Index



Click on

- [Subject Name](#) to navigate to Subject Description
- [Top of the Document](#) to return to the index

Advanced Technology	Year 10
Technology Metal	Year 10
Technology Wood	Year 10
Video Game Design	Year 10
Doorways to Construction	Year 10

Subject Code Information:

Subjects with an A or B in their name: these subjects are Semester long units that can be studied individually or together to make a full year subject. There is **no** assumption that A has been studied before students can undertake the B option. Some subjects highly recommend both are studied (see course descriptions).

Subjects with a 1 or a 2 in their name: these subjects are sequential. Before students can study the 2nd option they must undertake the 1st option. There **is** an assumption that students know the content of the 1st option before they undertake the 2nd to enable them to be successful.

Length: 1 Semester

Assumed Knowledge:

Year 9 Technology

Description:

In this course students will learn the skills of using a range of technologies (e.g. 3D printers and scanners, CNC routers, lazer cutting) and other new technologies as tools to solve problems.

Students will plan and manage a digital project based on a problem that needs to be solved. They will use CAD programs to create design solutions to varied projects.

Students will be assessed on their ability to investigate, devise, produce and evaluate.

Future:

Skills developed in this course will be very useful for many school subjects as well as personal or professional use in the future.

[Top of the Document](#)

Length: 1 Semester

Assumed Knowledge:

Year 9 Technology

Description:

This course is based around the designing and making of an article of furniture and has a focus on the use of metal materials. Students will be required to supply or purchase the material for their take home project. Core skills in fabricating techniques (welding processes) could be covered using short ends materials from the school.

The course also requires students to produce a plastic/wood faced mallet that develops machining skills.

Students will:

- Investigate ideas for their project.
- Explore a range of materials and joining techniques.
- Access a much wider range of machines and processes.
- Be involved in planning and problem solving.
- Design using the computer modelling program

Safety glasses and solid shoes are required. The workshop will provide safety glasses but students are able to purchase their own through student services.

Assessment Details:

30% theory 70% practical.

[Top of the Document](#)

Technology Wood

Year 10

Length: 1 Semester

Assumed Knowledge:

Year 9 Technology

Description:

This course is based around the designing and making of an article of furniture. Students will be required to supply or purchase the material for their take home project. Core skills could be covered using short ends materials from the school.

Students will:

- Investigate ideas for their project.
- Explore a range of materials and joining techniques.
- Access a much wider range of machines and processes.
- Be involved in planning and problem solving.
- Design using the computer modelling program

Safety glasses and solid shoes are required. The workshop will provide safety glasses but students are able to purchase their own through student services.

Assessment Details:

30% theory 70% practical

[Top of the Document](#)

Video Game Design

Year 10

Length: 1 Semester

Assumed Knowledge:

Nil

Description:

Video games provide engaging and dynamic and powerful interactions in our society. Popular and obscure examples are analysed to uncover the different elements that create a meaningful gaming experience. These elements can include: images, text, visual style, animation, sound effects, music, gameplay, user interface, and narrative techniques. Students then use this understanding to create their own engaging games using free, but powerful software.

Students will:

In first term, be introduced to:

- Programming by creating a simple 3D game in Unity,
- 3D Art by creating a simple 3D model (which can then be 3D printed), and
- Character/Story Design by creating the backstory and lore for a character and/or location.

In second term:

- Choose a speciality: Art, Programming and/or Level Design.
- Form indie game companies and collaboratively design and author a video game (or prototype).
- Students can also negotiate to work individually and/or specialise in animation, visual effects, music/sound effects, narrative and other game industry roles.

Assessment Details:

Folio of tasks 60%, Major Product 40%

[Top of the Document](#)

Length: 1 Semester

Assumed Knowledge:

Year 9 Technology A or B

Description:

Students who intend to do the VET Doorways program in year 11 need to complete this course in year 10 in semester 2.

Students will:

Complete the 5 compulsory competencies for the certificate 1 in general building.

The elective competencies and certificate 2/3 competencies will be continued at year 11 and 12.

Students receive recognition for SACE units doing the program.

Safety glasses and solid shoes are required. The workshop will provide safety glasses but students are able to purchase their own through student services.

Assessment Details:

30% theory 70% practical

[Top of the Document](#)