

GRAPHICS CURRICULUM

INTENT: Design & Technology develops students' understanding of the 'physical' world. They learn to design, make and evaluate everyday products, considering their own and others' needs, wants and values. Key concepts include creativity and imagination. Rather than contribute to a disposable society, students become proactive thinkers, able to appreciate the effort, time and resources used to create all products. They explore how they can reduce their impact while still having an impact.

