



Canungra SS – Design Technology Curriculum

		Term 1	Term 2	Term 3	Term 4
English	P				
English	1			Defining; Designing; Implementing Designs solutions to simple problems using a sequence of steps and repetition. Assessment: Describes a solution to a simple problem using repetition and a logical sequence of steps.	
English	2			Designing a Lunchbox To investigate the combination of materials used to make an object for a particular purpose. To record and represent observations and communicate ideas. Assessment: Design a Lunchbox	
English	3			Repurpose It! Students repurpose a T-Shirt into a bag Assessment: T-Shirt bag Design and product	
English	4				Investigating contact and non-contact forces Game Design: To conduct an investigation about how contact and non-contact forces are exerted on an object. Assessment: design and investigate their own forces game, make a prediction, collect data and identify patterns
English	5		Create a House for an Animal Students create a house for their chosen animal in Science that they are writing about in English. Assessment: Design and make a product that supports wildlife to coexist with humans in the school environment.		
English	6				