



<b>DURATION OF SUBJECT</b>	FULL YEAR	<b>FINANCIAL COMMITMENT</b>	NIL
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### COURSE OVERVIEW

**Design** focuses on the application of design thinking to envisage creative products, services and environments in response to human needs, wants and opportunities. Designing is a complex and sophisticated form of problem-solving that uses divergent and convergent thinking strategies that can be practised and improved. Designers are separated from the constraints of production processes to allow them to appreciate and exploit new innovative ideas.

Students learn how design has influenced the economic, social and cultural environment in which they live. They understand the agency of humans in conceiving and imagining possible futures through design. Collaboration, teamwork and communication are crucial skills needed to work in design teams and liaise with stakeholders. They learn the value of creativity and build resilience as they experience iterative design processes, where the best ideas may be the result of trial and error and a willingness to take risks and experiment with alternatives.

Students learn about and experience design through exploring needs, wants and opportunities; developing ideas and design concepts; using drawing and low-fidelity prototyping skills; and evaluating ideas and design concepts. They communicate design proposals to suit different audiences.

**Industrial Skills** focuses on the underpinning industry practices and production processes required to create, manipulate and produce graphical products in the engineering and construction industry.

Students understand industry practices, interpret specifications, including technical information and drawings, demonstrate and apply CAD production processes, communicate using oral, written and graphical modes. Organise, calculate and plan production processes and evaluate the products they create using predefined specifications. Produce handmade, 3D printed and Laser cut models.

Students develop transferable skills by engaging in production tasks that relate to business and industry, and that promote adaptable, competent, self-motivated and safe individuals who can work with colleagues to solve problems and complete practical work.

### COURSE CONTENT

UNIT 1	UNIT 2	UNIT 3	UNIT 4
Inventor	Revit	Design	Project
ASSESSMENT	ASSESSMENT	ASSESSMENT	ASSESSMENT
Complete the set tutorials and submit individual assessment piece.	Complete the set tutorials and submit individual assessment piece.	Submit a design folio of your design journey.	A compilation of your skills to respond to a set task.

### COURSE REQUIREMENTS

Students are required to complete four (4) units of work throughout the year. Safety is a major component of all activities in the course, which requires appropriate safety equipment to be used at all times (determined by the activity). Safety glasses are provided for the student to use. Black leather shoes (as per Student Handbook) are required.

### CAREER PATHWAYS

A course of study in **Design** can establish a basis for further education and employment in the fields of architecture, digital media design, fashion design, graphic design, industrial design, interior design and landscape architecture.

A course of study in **Industrial Graphics Skills** can establish a basis for further education and employment in engineering and construction industries. With additional training and experience, potential employment opportunities may be found, for example, as a Draftsman, CAD Designer, CNC operator and Graphic Designer. This will also be a great foundation for Architectural, Landscape Design and Industrial design careers.

### INTERNET LINKS

- | [Graphics Industry](#)
- | [Construction Skills Queensland](#)
- | [Ai Group - Apprenticeships and Traineeships](#)
- | [Housing Industry Australia](#)

