# **DESIGN**

## **Elective Learning Area**



## **Course Outline**

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 practiced and improved.

Students learn how design has influenced the economic, social and cultural environment in which they live. 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.

## **Pathways**

Year 11 Design

### **Structure**

Areas of study	Core topics
Graphic Design	<ul><li>Elements and principles of design</li><li>Colour theory</li></ul>
Architecture	<ul><li>Famous architects</li><li>Architectural drawing types</li><li>Design process</li></ul>
Industrial Design	<ul> <li>2D, 3D Modeling</li> <li>Materials</li> <li>Sketch Up, Autodesk Inventor</li> </ul>
Sustainable Design	Economic, social and ecological factors     Product lifecycle

#### **Assessment**

2x Projects Folio of work

Exam - Design Challenge

### **Additional Costs**

Nil unless excursions are arranged

