Design Technologies

Child Studies A – Semester 1

This course involves the study of children aged 0-8 years. Students who participate in this course have the opportunity to visit a range of Children's Services, participate in play activities and babysitting, prepare food for a children's party and construct a toy. Areas of study include:

· Children's Services in Port Augusta

· Children's Toys

· Children's Nutrition

· Construction of Toys or Clothing

· Child Development

Assessment includes the maintenance of a work folio, journal, food and textile practicals, assignments and participation in class activities.

Special Conditions

Some costs are involved in the construction of a toy and additional craft items.

Child Studies B – Semester 2

This course involves the study of children aged 0-8 years. Students who participate in this course have the opportunity to visit a range of Children's Services, participate in play activities and babysitting, prepare food for a children's party and construct a toy. Areas of study include:

· Organisation of a Children's Party

· Safety and Outdoor Play

· Commercial Children's Parties

· Construction of Toys or Clothing

· Parenting roles of a multicultural society

Assessment includes the maintenance of a work folio, journal, food and textile practicals, assignments and participation in class activities.

Special Conditions

Some costs are involved in the construction of a toy and additional craft items.

DESIGN TECHNOLOGIES: COMPUTING – Subject Type: Choice; Semester 2

Computing – Semester 2

This unit is designed for students intending to go into Year 11 Information Technology and beyond, or for students intending to complete Vocational Education and Training (VET) competencies in Multimedia and Programming.

The focus of the SACE cources taught at PASS are Application Programming and Website Programming, and the topics presented in this unit provide an introduction to the techniques and software used at Year 11 and 12 (Stage 1 and 2). Topics include:

· Principles of Game Design

· Careers in Information Technology

· Game Programming

· Audio and Video Development

Pathways – Stage 1 Computer Technologies; Stage 1 Multimedia; Stage 1 Electro Technology; Stage 1 Information Processing and Publishing; Stage 1 STEM

DESIGN TECHNOLOGIES: ELECTRONICS – Subject Type: Choice; Semester 1, Semester 2 or Full Year

Electronics A – Semester 1

This subject is a consolidation of up to 20 weeks of previous learning during Year 8 and 9. Students undertaking this course will be working towards completing competencies linked to the Electro technology Industry Pathways Program. Students enter the subject with a range of basic electronics skills that will be built upon with theoretical and practical skills enhanced and assessed in the following areas:

· Revision of Electrical Theories

· Ohm's Law

· Soldering

· Component Knowledge

· Circuit Wizard

· Series Circuit design and construction

· Workshop safety and OHSW procedures

Electronics B – Semester 2

This subject is a building block on Semester 1 course with students further enhancing their skills and abilities in a range of competencies related to the Electro technology Industry Pathways Program. Students will develop theoretical and practical skills and be assessed in the following areas:

· Troubleshooting series circuits

· Continued developmental knowledge of Electrical Theories

· Renewable Energy

· Circuit Wizard

· Soldering

· Design and construction of Printed Circuit Boards

· Workshop safety and OHSW procedures

Note

There is a cost incurred for both Semester 1 and 2 of Electro Technology.

PATHWAYS – Stage 1 Computer Technology; Stage 1 Digital Technology; Stage 1 Electro Technology; Stage 1 Information Processing and Publishing; Stage 1 STEM