Design IT develops design and technology knowledge, skills and confidence. Students learn the design process and apply new knowledge and skills to a series of online and physical design challenges.

Design IT is a UNIFY Project for students in Year 4-5-6. It is available in Round 2 and Round 3. Schools can include students from one year level or form a composite group across Year 4-5-6.

The target group is students who would enjoy and benefit from extension in design and technology. Many schools use this project as part of their extension program for high achieving or gifted students. It can also be used as a tool to engage students who are coasting and may respond to involvement in creative activities including design challenges.

Content & Assessment Guide

<table>
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<tr>
<th>Week</th>
<th>Lesson Focus</th>
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| 1    | Project Introduction, Technology Introduction  
Introduction to the project content and web conferencing technology. |
| 2    | IMPACT and Introduction to the Design Process  
Introduction to IMPACT workflow. Design challenge for tool use consolidation. (Chill out Zone, eLearn tour. |
| 3    | Pre-assessment  
Design Process/Design Brief Quiz, Web conference design challenge (GTMJ) |
| 4    | Following a design process  
What is empathy?  
Empathise-Investigate-Ideate-Produce-Evaluate.  
Design a Rube Goldberg Machine. |
| 5    | What does it mean to investigate?  
Introduction to SCRATCH. Design a SCRATCH animation. |
| 6    | What does it mean to ideate?  
Design a SCRATCH animation. |
| 7    | What does it mean to produce?  
Simple circuits. Design a device with a functioning light circuit. |
| 8    | What does it mean to evaluate?  
Feedback and self-evaluation. Design a digital device APP. |
| 9    | Revising the Design Process  
Empathise-Investigate-Ideate-Produce-Evaluate.  
Design an interior space. |
| 10   | Design challenge selection  
Own choice design - SCRATCH animation, extend design of previous task or a problem in the home, school or community. |
| 11   | Post-assessment  
Design Process/Design Brief Quiz, Web conference design challenge (GTMJ) |
| 12   | Where to From Here?  
Review, consolidate and extend on project learning. Celebrate success. |

NB: This is a guide only – there may be minor changes.

Key Points
- The content gives students the opportunity to design across disciplines including interior/exterior design, design animation, graphic design, design for a digital world and purpose-designed artefacts.
- Students develop a range of Australian Curriculum General Capabilities including Critical and Creative Thinking, Personal and Social Capability and Information and Communication Technology (ICT).
- Students participate in 1 x 60 min web conference per week and access online extension activities any time.
- Students connect with university and industry representatives via a special online event.