RATIONALITY:
Design, Creativity and Technology emphasizes engagement in designing, creating and evaluating processes, products and technological systems using a range of materials as a way of developing creativity and innovation.

Design is a vital step in transforming ideas into creative, practical and commercial realities by optimising the value of products and systems.

Creativity can be described as applying imagination as well as lateral and critical thinking throughout design and development processes. Innovation is an outcome of the broad exploration of ideas, materials/ingredients, and technical processes that can occur when individuals are involved in investigating, designing, producing, analysing and evaluating their own and others’ products and/or systems.

Technology focuses on development of students’ skills in managing and manipulating materials and resources using a range of tools, equipment and machines, to make functional physical products or systems.

AIMS:
- To pose problems and actively identify needs, wants, opportunities and areas for improvement
- To gather information and build knowledge about the nature of needs, wants, opportunities and areas for improvement and the best routes to take towards designing a solution
- To use tools, equipment, materials/ingredients and systems components safely and creatively to make quality products and/or systems
- To understand that design, creativity and technology leads to innovation
- To assess the outcomes of design and technology processes, and the resulting products and technological systems in relation to environmental, social and economic factors

IMPLEMENTATION:
- Develop and use design and technology skills, knowledge and processes, including proposing, experimenting, learning from results and synthesising, to create new and/or improved products and/or systems.
- Encourage the application of imaginative, lateral and critical thinking skills through the design and development process.
- Provide the opportunity to apply knowledge and theoretical understanding in both experimental and practical activities.
- Design, Creativity and Technology will be incorporated into Inquiry Based Learning units.
- The standards listed in the AusVELS Dimensions will be addressed in relevant activities from a range of resources.

EVALUATION:
This policy will be reviewed as part of the school’s three year cycle.