Doncaster Gardens Primary School
Design, Creativity and Technology Policy

Philosophical Basis:

Design, Creativity and Technology education offers students the opportunity to solve problems by applying scientific knowledge, processes and skills. Design, Creativity and Technology emphasises engagement in designing, creating and evaluating processes, products and technological systems using a range of materials as a way of developing creativity and innovation.

Guidelines:

The Design, Creativity and Technology Program assists students to:

- Develop and use skills of the three phases of the technology process including investigating and designing, producing and analysing, and evaluating.
- Develop an understanding of the use of technology in the world and apply the principles to their own designs.
- Communicate technology understanding using appropriate technological language to a range of audiences.
- Participate in hands-on experiences.

Implementation:

- The Design, Creativity and Technology domain will be taught from the dimensions described in the AusVELS documents and assessed according to the Standards.
- The Standards will be integrated with other domains through a hands-on program that promotes co-operation using a variety of group structures.
- Learning experiences will be enhanced by excursions, school-based workshops, computer studies, projects and student initiated investigations.

Evaluation:

- Children will be assessed according to AusVELS from Years 3-6.
- Ongoing evaluation of programs and teaching methods will be undertaken.
- Student self-evaluations, checklists, anecdotal records, bookwork, designs, models and project participation may be used for student assessment and program evaluation.
- The students’ ability to work individually and co-operatively with others will be assessed.
- The students’ desire to learn and their interest in technology will be observed.
- This policy will be reviewed every three years as part of the policy review cycle.