Preamble/Rationale:
Design, Creativity and Technology education assists students to gain a greater understanding of the principles of technology and innovation and its impact upon modern society. Students learn to apply the processes of designing, creating and evaluating as they make useful products while working with and learning about materials, systems and information.

Purpose:
Students will:
- Understand that design, creativity and technology leads to innovation.
- Use tools, equipment and materials safely and creatively to make quality products.
- Pose problems, 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.
- Develop and use design and technology skills, knowledge and processes, including proposing, experimenting, learning from results and synthesising, to create new or improved products.
- Assess the outcomes of design and technology processes, and the resulting products and technological systems in relation to environmental, social and economic factors.

Implementation:
- Design, Creativity and Technology will be an integral part of VELS.
- Design, Creativity and Technology will be taught as part of Integrated Curriculum over a two year period. eg, ‘I’m a Designer’ where Design, Creativity and Technology is the focus and will ensure the development of the related ‘Throughline’.
- Children will be engaged in ‘hands on’ activities and problem solving using the inquiry process.
- Professional development will be provided for all staff to ensure a level of expertise.
- Units will be responsible for the planning, implementation and monitoring of appropriate activities.

Evaluation:
- Evaluation may take the form of formal assessments such as rubrics, progression points as well as informal assessments including checklists, anecdotal notes, work samples, student engagement.

This policy was last ratified by School Council in 2009. This policy will be reviewed in 2012.