

Course Outline Year 7 Semester 2 2026

Design

Course Description and Aims

Design, and the resultant development of new technologies, has given rise to profound changes in society, transforming how we access and process information, adapt our environment, communicate with others, solve problems, work and live. MYP design challenges students to apply practical and creative-thinking skills to solve design problems; encourages students to explore the role of design in historical and contemporary contexts; and raises students' awareness of their responsibilities when making design decisions and taking action.

Inquiry and problem-solving are at the heart of design. MYP design requires the use of the design cycle as a tool, which provides: the methodology to structure the inquiry and analyse problems; the development of feasible solutions; the creation of solutions; and the testing and evaluation of the solution. In MYP design, a solution can be a model, prototype, product or system independently created and developed by students. MYP design enables students to develop not only practical skills but also strategies for creative and critical thinking.

MYP Assessment Criteria

Criterion A: Inquiring and analysing

Students are presented with a design situation, from which they identify a problem that needs to be solved. They analyse the need for a solution and conduct an inquiry into the nature of the problem.

Criterion B: Developing ideas

Students write a detailed specification, which drives the development of a solution. They present the solution.

Criterion C: Creating the solution

Students plan the creation of the chosen solution, then follow the plan to create a prototype sufficient for testing and evaluation.

Criterion D: Evaluating

Students design tests to evaluate the solution, carry out those tests and objectively evaluate its success. Students identify areas where the solution could be improved and explain how their solution will impact on the client or target audience.

Course Outline

In Years 7 and 8, students at Telopea Park engage in a dynamic and exploratory term-based rotation through a variety of Arts and Design electives. This structure provides students with broad exposure to creative disciplines, building foundational skills, creative confidence, and an understanding of the IB MYP approaches to learning (ATL) and global contexts. Each elective runs for one term, allowing students to experience eight distinct subjects over the two-year cycle — four from the Arts and four from Design.

Design Disciplines:

Product Design – Designing and creating functional objects through materials and technology.

Food Design – Exploring nutrition, cooking skills, and sustainable food practices.

Digital Design – Learning coding, digital graphics, and interface design.

Textiles Design – Developing skills in fabric manipulation, sustainability, and wearable design.

This rotation model ensures that all students:

- Experience a broad, balanced arts and design education
- Identify personal interests and strengths for future subject selection in Years 9–10
- Develop transferable skills in creativity, collaboration, and innovation.

Assessment Tasks

Assessment Task	Due*
Product Design Solution and Evaluation	Week 5 (term 3) or Week 15 (term 4)
Process Journal: Research and Investigation	Week 6 (term 3) or Week 16 (term 4)

**Due date subject to change at classroom teacher discretion.*

Approaches to Learning

Communication skills, Collaboration skills, Self-management skills, Research skills and Thinking skills.

Australian Curriculum Achievement Standard

The Achievement Standard for Year 7 Design is based on the Australian Curriculum v9 Technologies <https://www.australiancurriculum.edu.au/>.