



Unit Outline Year 10 Semester 1 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 9 and 10, students deepen their engagement with the IB MYP Design subject group by selecting semester-long electives that align with their interests, skills, and career pathways. These electives provide opportunities for students to apply the Design Cycle — Inquiring and Analysing, Developing Ideas, Creating the Solution, and Evaluating — in increasingly specialised contexts. Through these studies, students develop design thinking, technical expertise, and problem-solving skills, preparing them for future pathways in the IB Diploma Programme, VET subjects, or industry-aligned studies.

Each semester, students may select one Design elective from the following options. Across Years 9 and 10, students may explore multiple areas or choose to specialise in a particular field.

Design Electives

Wood Design – Students explore traditional and modern woodworking techniques; design and construct functional and aesthetic timber products; and learn about sustainable material use.

Metal Design – Students work with metal fabrication, welding, and finishing processes to produce creative or industrial design outcomes.

Architecture Design – Students investigate architectural principles, model making, environmental design, and digital drafting to create innovative spatial concepts.

Graphic Design – Students develop visual communication skills using digital and hand-rendered techniques to create branding, illustration, and promotional design work.

Textiles Design – Students design and create wearable and decorative items, exploring fabric manipulation, sustainable fashion, and pattern design.

Food Design Electives – Students can choose from distinct cooking-focused design options:

- Hospitality – Developing essential food preparation and cooking skills.
- Global Cuisine and Culture – Exploring world cuisines and cultural influences on food design.
- Food For Life – Investigating healthy eating, local produce, and sustainable food systems.

Assessment Tasks

Assessment Task	Due*
Process Journal: Investigation, Research and design solutions	Week 6
Design solution, process, and review	Week 13
Process Journal: Evaluation and Evolution of design	Week 15

**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 10 Design is based on the Australian Curriculum v9

<https://www.australiancurriculum.edu.au/>