Design Yr1 (6th Grade) - Keyboarding

Objectives/Unit	Keyboarding		Keyboarding		Keyboarding		Keyboarding
Summative Assessments	Accuracy/Speed Typing Test		Typing Documents		Accuracy/Speed Typing Test		Typing Documents
Criterion A: Inquiring and analysing		S		T		F	
i. explain and justify the need for a solution to a problem	X	e		h	X	o	
ii. state and prioritize the main points of research needed to develop a solution to the problem	X	c		i	X	u	
iii. describe the main features of one existing product that inspires a solution to the problem	X	o		r	X	r	
iv. present the main findings of relevant research.	X	n		d	X	t	
Criterion B: Developing ideas		d				h	
i. develop a list of success criteria for the solution	X			Q	X		
ii. present feasible design ideas, which can be correctly interpreted by others	X	Q		u	X	Q	
iii. present the chosen design	X	u		a	X	u	
iv. create a planning drawing/diagram which outlines the main details for making the chosen solution.	X	a		r	X	a	
Criterion C: Creating the solution		r		t		r	
i. outline a plan, which considers the use of resources and time, sufficient for peers to be able to follow to create the solution		t	X	e		t	X
ii. demonstrate excellent technical skills when making the solution		e	X	r		e	X
iii. follow the plan to create the solution, which functions as intended		r	X			r	X
iv. list the changes made to the chosen design and plan when making the solution.			X				X
Criterion D: Evaluating							
i. outline simple, relevant testing methods, which generate data, to measure the success of the solution			X				X
ii. outline the success of the solution against the design specification			X				X
iii. outline how the solution could be improved			X				X
iv. outline the impact of the solution on the client/target audience.			X				X

Objectives/Unit	Families	Cooking Fundamentals	Second Quarter	Babysitting	Sewing	Money Management	Third Quarter	Families	Cooking Fundamentals	Fourth Quarter	Babysitting	Sewing	Money Management
Summative Assessments	Family Fun Project	Creating healthy snacks		Babysitting Project	Creating a felt ornament for a gift	Money Test		Family Fun Project	Creating healthy snacks		Babysitting Project	Creating a felt ornament for a gift	Money Test
Criterion A: Inquiring and analysing													
i. explain and justify the need for a solution to a problem	X	X		X	X	X		X	X		X	X	X
ii. state and prioritize the main points of research needed to develop a solution to the problem				X		X					X		X
iii. describe the main features of one existing product that inspires a solution to the problem				X		X					X		X
iv. present the main findings of relevant research.				X		X					X		X
Criterion B: Developing ideas													
i. develop a list of success criteria for the solution	X	X		X	X			X	X		X	X	
ii. present feasible design ideas, which can be correctly interpreted by others					X							X	
iii. present the chosen design													
iv. create a planning drawing/diagram which outlines the main details for making the chosen solution.													
Criterion C: Creating the solution													
i. outline a plan, which considers the use of resources and time, sufficient for peers to be able to follow to create the solution	X	X						X	X				
ii. demonstrate excellent technical skills when making the solution		X		X	X				X		X	X	
iii. follow the plan to create the solution, which functions as intended		X		X					X		X		
iv. list the changes made to the chosen design and plan when making the solution.		X				X			X				X
Criterion D: Evaluating													
i. outline simple, relevant testing methods, which generate data, to measure the success of the solution	X	X				X		X	X				X
ii. outline the success of the solution against the design specification		X		X	X				X		X	X	
iii. outline how the solution could be improved		X		X	X				X		X	X	
iv. outline the impact of the solution on the client/target audience.		X				X			X				X

Design Yr2 (7th Grade) - Digital Input Technologies

Year 3 Objectives / Summative Assessments	Exploring Digital Input Technologies Mix — Create a website using Adobe Dreamweaver/Notes	Career Unit — Write a resume, Mock Interview, Create a budget	Photoshop/Movie Maker — Create and present a video	Exploring Digital Input Technologies Mix — Create a website using Adobe Dreamweaver/Notes	Career Unit — Write a resume, Mock Interview, Create a budget	Photoshop/Movie Maker — Create and present a video
Criterion A: Inquiring and analysing						
i. explain and justify the need for a solution to a problem		X			X	
ii. construct a research plan, which states and prioritizes the primary and secondary research needed to develop a solution to the problem		X			X	
iii. analyse a group of similar products that inspire a solution to the problem		X			X	
iv. develop a design brief, which presents the analysis of relevant research.		X			X	
Criterion B: Developing ideas						
i. develop a design specification which outlines the success criteria for the design of a solution based on the data collected	X	X		X	X	
ii. present a range of feasible design ideas, which can be correctly interpreted by others	X	X		X	X	
iii. present the chosen design and outline the reasons for its selection	X	X		X	X	
iv. develop accurate planning drawings/diagrams and outline requirements for the creation of the chosen solution.	X	X		X	X	
Criterion C: Creating the solution						
i. construct a logical plan, which outlines the efficient use of time and resources, sufficient for peers to be able to follow to create the solution	X		X	X		X
ii. demonstrate excellent technical skills when making the solution	X		X	X		X
iii. follow the plan to create the solution, which functions as intended	X		X	X		X
iv. explain changes made to the chosen design and the plan when making the solution.	X		X	X		X
Criterion D: Evaluating						
i. describe detailed and relevant testing methods, which generate accurate data, to measure the success of the solution			X			X
ii. explain the success of the solution against the design specification			X			X
iii. describe how the solution could be improved			X			X
iv. describe the impact of the solution on the client/target audience.			X			X

Column quarter groupings: Columns 1–3 = Second Quarter; Third Quarter separator; Columns 4–6 = Fourth Quarter.

Year 3 Objectives	Transportation	Second Quarter	Guitar Making	Urban Design	Third Quarter	Transportation	Fourth Quarter	Guitar Making	Urban Design
Design Yr2 (7th Grade) - Inventions and Innovations									
Summative Assessments	Model for new car system		Build a Guitar	Unit Test		Model for new car system		Build a Guitar	Unit Test
Criterion A: Inquiring and analysing									
i. explain and justify the need for a solution to a problem	X			X		X			X
ii. construct a research plan, which states and prioritizes the primary and secondary research needed to develop a solution to the problem	X			X		X			X
iii. analyse a group of similar products that inspire a solution to the problem	X			X		X			X
iv. develop a design brief, which presents the analysis of relevant research.				X					X
Criterion B: Developing ideas									
i. develop a design specification which outlines the success criteria for the design of a solution based on the data collected			X	X				X	X
ii. present a range of feasible design ideas, which can be correctly interpreted by others	X		X	X		X		X	X
iii. present the chosen design and outline the reasons for its selection	X			X		X			X
iv. develop accurate planning drawings/diagrams and outline requirements for the creation of the chosen solution.	X			X		X			X
Criterion C: Creating the solution									
i. construct a logical plan, which outlines the efficient use of time and resources, sufficient for peers to be able to follow to create the solution				X					X
ii. demonstrate excellent technical skills when making the solution	X			X		X			X
iii. follow the plan to create the solution, which functions as intended	X			X		X			X
iv. explain changes made to the chosen design and the plan when making the solution.				X					X
Criterion D: Evaluating									
i. describe detailed and relevant testing methods, which generate accurate data, to measure the success of the solution			X					X	
ii. explain the success of the solution against the design specification			X					X	
iii. describe how the solution could be improved			X					X	
iv. describe the impact of the solution on the client/target audience.			X					X	

Design Yr2 (7th Grade) - Family and Consumer Sciences

Year 3 Objectives / Summative Assessments	Families Family Project	Cooking Fundamentals Safety Test Grilled Cheese Challenge Healthy Meals	Second Quarter	Babysitting Babysitting Project	Sewing Emoji Pillow	Money Management Budgeting Project	Third Quarter	Families Family Project	Cooking Fundamentals Safety Test Grilled Cheese Challenge Healthy Meals	Fourth Quarter	Babysitting Babysitting Project	Sewing Emoji Pillow	Money Management Budgeting Project
Criterion A: Inquiring and analysing													
i. explain and justify the need for a solution to a problem	X	X						X	X				
ii. construct a research plan, which states and prioritizes the primary and secondary research needed to develop a solution to the problem	X	X						X	X				
iii. analyse a group of similar products that inspire a solution to the problem	X	X						X	X				
iv. develop a design brief, which presents the analysis of relevant research.	X	X						X	X				
Criterion B: Developing ideas													
i. develop a design specification which outlines the success criteria for the design of a solution based on the data collected		X		X					X		X		
ii. present a range of feasible design ideas, which can be correctly interpreted by others		X		X					X		X		
iii. present the chosen design and outline the reasons for its selection		X		X					X		X		
iv. develop accurate planning drawings/diagrams and outline requirements for the creation of the chosen solution.		X		X					X		X		
Criterion C: Creating the solution													
i. construct a logical plan, which outlines the efficient use of time and resources, sufficient for peers to be able to follow to create the solution		X			X				X			X	
ii. demonstrate excellent technical skills when making the solution		X			X				X			X	
iii. follow the plan to create the solution, which functions as intended		X			X				X			X	
iv. explain changes made to the chosen design and the plan when making the solution.		X			X				X			X	
Criterion D: Evaluating													
i. describe detailed and relevant testing methods, which generate accurate data, to measure the success of the solution		X				X			X				X
ii. explain the success of the solution against the design specification		X				X			X				X
iii. describe how the solution could be improved		X				X			X				X
iv. describe the impact of the solution on the client/target audience.		X				X			X				X

Objectives/Unit	Families	International Foods	Second Quarter	Nutrition	Babysitting	Sewing	Interior Design	Third Quarter	Families	International Foods	Fourth Quarter	Nutrition	Babysitting	Sewing	Interior Design
Summative Assessment	Family Ties Lab Test	Creating Inernational Foods		Nutrition Test	Babysitting Project	Create a Pillow Design	Dream Bedroom Project		Family Ties Lab Test	Creating Inernational Foods		Nutrition Test	Babysitting Project	Create a Pillow Design	Dream Bedroom Project
Criterion A: Inquiring and analysing															
i. explain and justify the need for a solution to a problem		X		X						X		X			
ii. construct a research plan, which states and prioritizes the primary and secondary research needed to develop a solution to the problem		X		X						X		X			
iii. analyse a group of similar products that inspire a solution to the problem		X		X						X		X			
iv. develop a design brief, which presents the analysis of relevant research.		X		X						X		X			
Criterion B: Developing ideas															
i. develop a design specification which outlines the success criteria for the design of a solution based on the data collected	X	X							X	X					
ii. present a range of feasible design ideas, which can be correctly interpreted by others	X	X							X	X					
iii. present the chosen design and outline the reasons for its selection	X	X							X	X					
iv. develop accurate planning drawings/diagrams and outline requirements for the creation of the chosen solution.	X	X							X	X					
Criterion C: Creating the solution															
i. construct a logical plan, which outlines the efficient use of time and resources, sufficient for peers to be able to follow to create the solution		X		X		X	X			X		X		X	X
ii. demonstrate excellent technical skills when making the solution		X		X		X	X			X		X		X	X
iii. follow the plan to create the solution, which functions as intended		X		X		X	X			X		X		X	X
iv. explain changes made to the chosen design and the plan when making the solution.		X		X		X	X			X		X		X	X
Criterion D: Evaluating															
i. describe detailed and relevant testing methods, which generate accurate data, to measure the success of the solution				X	X	X	X					X	X	X	X
ii. explain the success of the solution against the design specification				X	X	X	X					X	X	X	X
iii. describe how the solution could be improved				X	X	X	X					X	X	X	X
iv. describe the impact of the solution on the client/target audience.				X	X	X	X					X	X	X	X

Design Yr 3 - Family and Consumer Scinces

Design Yr3 - Technological Systems

Objectives/Unit	Structural Design and Testing	Electricity and Electronics	Second Quarter	2D and 3D CAD Design/Printing	Urban Design	Transportation	Third Quarter	Structural Design and Testing	Electricity and Electronics	Fourth Quarter	2D and 3D CAD Design/Printing	Urban Design	Transportation
Summative Assessment	Final Project	Final Test		Final Test	Final Test	New transporation system		Final Project	Final Test		Final Test	Final Test	New transporation system
Criterion A: Inquiring and analysing													
i. explain and justify the need for a solution to a problem	X			X	X	X		X			X	X	X
ii. construct a research plan, which states and prioritizes the primary and secondary research needed to develop a solution to the problem	X					X		X					X
iii. analyse a group of similar products that inspire a solution to the problem	X				X	X		X				X	X
iv. develop a design brief, which presents the analysis of relevant research.	X							X					
Criterion B: Developing ideas													
i. develop a design specification which outlines the success criteria for the design of a solution based on the data collected						X							X
ii. present a range of feasible design ideas, which can be correctly interpreted by others				X	X	X					X	X	X
iii. present the chosen design and outline the reasons for its selection						X							X
iv. develop accurate planning drawings/diagrams and outline requirements for the creation of the chosen solution.						X							X
Criterion C: Creating the solution													
i. construct a logical plan, which outlines the efficient use of time and resources, sufficient for peers to be able to follow to create the solution		X			X	X			X			X	X
ii. demonstrate excellent technical skills when making the solution		X		X	X	X			X		X	X	X
iii. follow the plan to create the solution, which functions as intended		X			X				X		X		
iv. explain changes made to the chosen design and the plan when making the solution.		X				X			X				X
Criterion D: Evaluating													
i. describe detailed and relevant testing methods, which generate accurate data, to measure the success of the solution		X							X				
ii. explain the success of the solution against the design specification		X							X				
iii. describe how the solution could be improved		X							X				
iv. describe the impact of the solution on the client/target audience.		X				X			X				X

Design Yr3 (8th Grade) - Robotics

Objectives/Unit	The Design Process	Mechanical Systems		CAD and 3D Modeling	Electronics		Programming	Integrated Systems and Assembly		Capstone Project
Summative Assessment	Document a System Follow a Design Brief What we use Robots For	Pull Toy Handle Sketch	S e c o n d Q u a r t e r	Pull Toy Handle Sketch Robot Part	Circuit Design Electronics Principles	T h i r d Q u a r t e r	Program an Arduino. Program a virtual robot in Robot Virtual Worlds	Design an automated system. Build and program an automated system	F o u r t h Q u a r t e r	Capstone Project
Criterion A: Inquiring and analysing										
i. explain and justify the need for a solution to a problem	X				X			X		X
ii. construct a research plan, which states and prioritizes the primary and secondary research needed to develop a solution to the problem								X		X
iii. analyse a group of similar products that inspire a solution to the problem	X									X
iv. develop a design brief, which presents the analysis of relevant research.	X									X
Criterion B: Developing ideas										
i. develop a design specification which outlines the success criteria for the design of a solution based on the data collected	X									X
ii. present a range of feasible design ideas, which can be correctly interpreted by others	X			X			X	X		X
iii. present the chosen design and outline the reasons for its selection	X				X		X	X		X
iv. develop accurate planning drawings/diagrams and outline requirements for the creation of the chosen solution.	X			X	X					
Criterion C: Creating the solution										
i. construct a logical plan, which outlines the efficient use of time and resources, sufficient for peers to be able to follow to create the solution		X		X						X
ii. demonstrate excellent technical skills when making the solution		X		X				X		X
iii. follow the plan to create the solution, which functions as intended		X		X	X			X		X
iv. explain changes made to the chosen design and the plan when making the solution.		X		X	X					X
Criterion D: Evaluating										
i. describe detailed and relevant testing methods, which generate accurate data, to measure the success of the solution				X						X
ii. explain the success of the solution against the design specification				X						X
iii. describe how the solution could be improved				X						X
iv. describe the impact of the solution on the client/target audience.				X						X

Objectives/Unit	Computer hardware	Computer software, Problem solving		Programming basics	Game Development		Programming with Python		Career Readiness
Design Yr3 (8th Grade) - Investigatin Computer Science									
Summative Assessment	Hardware Test	Software Test		Programming Basics Test	Design a game. Code a game		Python programming Test. Code a shopping list program. MTA Python Certification Exam		Career Presentation
Criterion A: Inquiring and analysing									X
i. explain and justify the need for a solution to a problem	X	X		X					X
ii. construct a research plan, which states and prioritizes the primary and secondary research needed to develop a solution to the problem			S	X					X
iii. analyse a group of similar products that inspire a solution to the problem	X	X	e	X					X
iv. develop a design brief, which presents the analysis of relevant research.			c	X					
Criterion B: Developing ideas			o		X				
i. develop a design specification which outlines the success criteria for the design of a solution based on the data collected		X	n		X		X		
ii. present a range of feasible design ideas, which can be correctly interpreted by others			d		X		X		
iii. present the chosen design and outline the reasons for its selection		X	Q		X		X		
iv. develop accurate planning drawings/diagrams and outline requirements for the creation of the chosen solution.			u				X		
Criterion C: Creating the solution			a						
i. construct a logical plan, which outlines the efficient use of time and resources, sufficient for peers to be able to follow to create the solution			r		X		X		
ii. demonstrate excellent technical skills when making the solution			t	X	X		X		
iii. follow the plan to create the solution, which functions as intended			e	X	X		X		
iv. explain changes made to the chosen design and the plan when making the solution.			r		X		X		
Criterion D: Evaluating									
i. describe detailed and relevant testing methods, which generate accurate data, to measure the success of the solution							X		
ii. explain the success of the solution against the design specification							X		
iii. describe how the solution could be improved							X		
iv. describe the impact of the solution on the client/target audience.							X		

Design Yr3 (8th Grade) - Computer Applications and the Internet

Objectives/Unit	Computer basics	Internet Cloud Services and the World Wide Web	*Second Quarter*	Digital Lifestyle	Microsoft Office Suite and Photoshop	*Third Quarter*	Computer basics	Internet Cloud Services and the World Wide Web	*Fourth Quarter*	Digital Lifestyle	Microsoft Office Suite and Photoshop
Summative Assessment	Unit Test	Unit Test		Unit Test	Computer Project		Unit Test	Unit Test		Unit Test	Computer Project
Criterion A: Inquiring and analysing											
i. explain and justify the need for a solution to a problem	X	X					X	X			
ii. construct a research plan, which states and prioritizes the primary and secondary research needed to develop a solution to the problem	X	X					X	X			
iii. analyse a group of similar products that inspire a solution to the problem	X	X					X	X			
iv. develop a design brief, which presents the analysis of relevant research.	X	X					X	X			
Criterion B: Developing ideas											
i. develop a design specification which outlines the success criteria for the design of a solution based on the data collected		X			X			X			X
ii. present a range of feasible design ideas, which can be correctly interpreted by others		X			X			X			X
iii. present the chosen design and outline the reasons for its selection		X			X			X			X
iv. develop accurate planning drawings/diagrams and outline requirements for the creation of the chosen solution.		X			X			X			X
Criterion C: Creating the solution											
i. construct a logical plan, which outlines the efficient use of time and resources, sufficient for peers to be able to follow to create the solution				X	X					X	X
ii. demonstrate excellent technical skills when making the solution				X	X					X	X
iii. follow the plan to create the solution, which functions as intended				X	X					X	X
iv. explain changes made to the chosen design and the plan when making the solution.				X	X					X	X
Criterion D: Evaluating											
i. describe detailed and relevant testing methods, which generate accurate data, to measure the success of the solution				X	X					X	X
ii. explain the success of the solution against the design specification				X	X					X	X
iii. describe how the solution could be improved				X	X					X	X
iv. describe the impact of the solution on the client/target audience.				X	X					X	X