

Year 10 Textiles and Food Studies

Learning & Assessment Overview 202	Lea	arni	ng 8	λ	sses	smei	nt O	verv	iew	202	1
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Seme	ester 1	Semester 2								
TFS 10.01.01 Sustainable Food Design		TFS 10.03.01 Zero Waste	TFS 10.04.01 Merch Design							
In this unit, students use Design and Technologies knowledge and understanding, processes and production skills and design thinking to produce designed solutions to identified needs or opportunities of relevance to individuals and regional and global communities. Students will investigate and make judgements on the ethical and sustainable production and marketing of food. They will then apply this design thinking by developing a proposal that enhances food production in a specific context: by developing and producing a sustainable and nutritious food product that is shelf-stable and preparation free and could be eaten when access to supermarket foods is limited.	food service and catering ventures and their value to society. They will examine employment opportunities and the operations and contribution of different food service ventures, including employer, employee and consumer responsibilities. Students will apply Design and Technologies processes and production skills by investigating principles of food safety and the impact of social, cultural and individual preferences on food products. They will generate design ideas for products and services by producing	In this unit students use Design and Technologies knowledge and understanding skills to investigate the ethical and sustainable production of food. Students will analyse the effects food production has on the environment, examine ethical concerns within the food industry and investigate current consumer trends regarding ethically produced food. In addition, students will follow the design process and implement production skills and processes, including preserving techniques, to develop food products that minimise food waste and are able to be kept for future consumption	In this unit students analyse design: the features and principles of good design and the ways designers use the design process to develop and evaluate products. They will examine ways to realise more sustainable methods of designing and producing marketing products that appeal to a specific target audience. Students will use Design and Technologies knowledge and understanding and processes and production skills to produce solutions to an identified need or opportunity of relevance to individuals and regional communities. In particular, they will use creativity and innovation skills to design and evaluate a range of merchandising prototypes that could be sold to festival-goers at a local music festival.							
Unit Duration	Unit Duration	Unit Duration	Unit Duration							
Weeks 1 - 10		Weeks 21 - 30	Weeks 31 - 38							
(10 weeks)	(10 weeks)	(10 weeks)	(8 weeks)							
Assessment Task/s	Assessment Task/s	Assessment Task/s	Assessment Task/s							
TFS 10.01.01 Project Folio <i>Technique</i> : Project <i>Mode</i> : Written + Practical <i>Conditions:</i> Supervised	<i>Technique:</i> Project <i>Mode:</i> Written + Practical	TFS 10.03.01 Examination & Project Technique: Examination & Product <i>Mode:</i> Written + Practical <i>Conditions:</i> Supervised	<i>Technique:</i> Project Folio <i>Mode:</i> Written							
<i>lssued:</i> Week 1 <i>Due:</i> Week 9	<i>lssued:</i> Week 11 <i>Due:</i> Week 19	<i>lssued:</i> Week 21 <i>Due:</i> Part A - Week 25, Part B - Week 29	<i>lssued:</i> Week 31 <i>Due:</i> Week 37							