Year 7 Industrial Technology and Design
Learning & Assessment Overview 2021

One term rotation throughout year

ITD 07.01 **Key Tag**	ITD 07.02 **Skills Game**
In this unit you will be required to design and construct a key tag. You will gain a knowledge of plastics and the tools to work with this material, as well as be introduced to the design process and basic drawing techniques. To complete this task successfully you will use the following skills: marking, cutting, scraping, filing, buffing, drilling and polishing. Evaluation of the project will occur through all phases of the project. During this unit you will also be introduced to the Workplace Health and Safety expectations in an ITD classroom.	In this unit you will be required to design a skills toy game using timber and acrylic material. You will be given a list of constraints and a materials list to inform your proposed design. Using the design you have created, you will then construct your skills game. To complete this project you will be using the following skills and processes: butt joint, gluing, nailing, sawing, sanding, screwing, finishing-lacquering, scraping, polishing and buffing.
Unit Duration	**Unit Duration**
Weeks 1 - 5 (5 weeks)	Weeks 6 - 10 (5 weeks)
Assessment Task/s	**Assessment Task/s**
ITD 07.01.01 **Key Tag Design Project** *Technique:* Project *Mode:* Written + Practical *Conditions:* product completed in class, design booklet in class + own time *Issued:* Week 1 *Due:* Week 4	ITD 07.02.01 **Skills Game Design Project** *Technique:* Project *Mode:* Written + Practical *Conditions:* product completed in class, design booklet in class + own time *Issued:* Week 5 *Due:* Week 10