Design and Technology.

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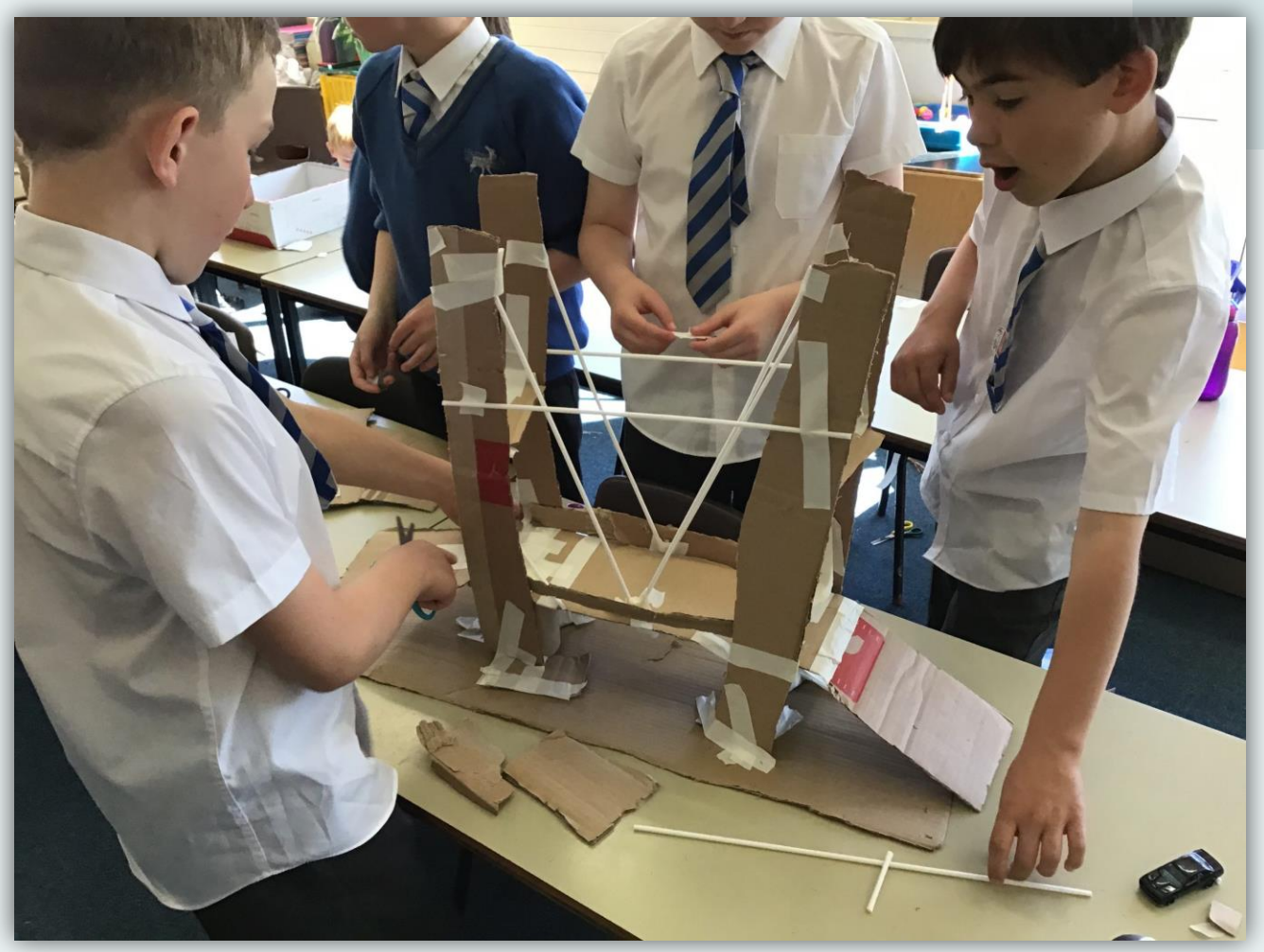


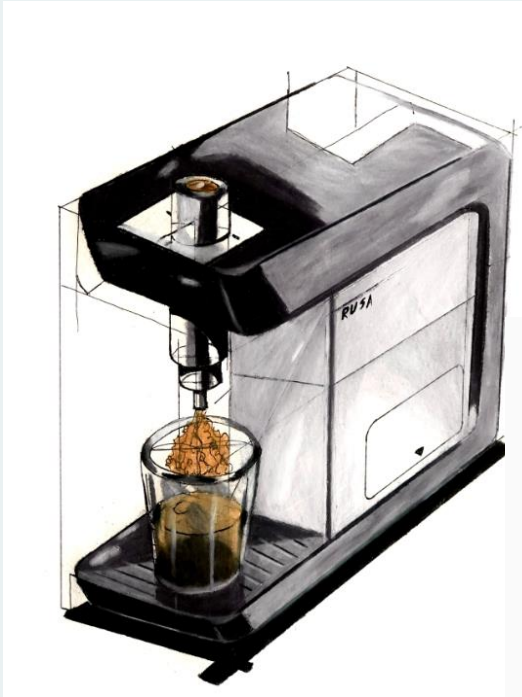
DT makes the impossible, possible!

Design and Technology is a multidisciplinary subject that calls on students to become entrepreneurial, creative and problem solvers through a design and make methodology and the application of relevant technology education.

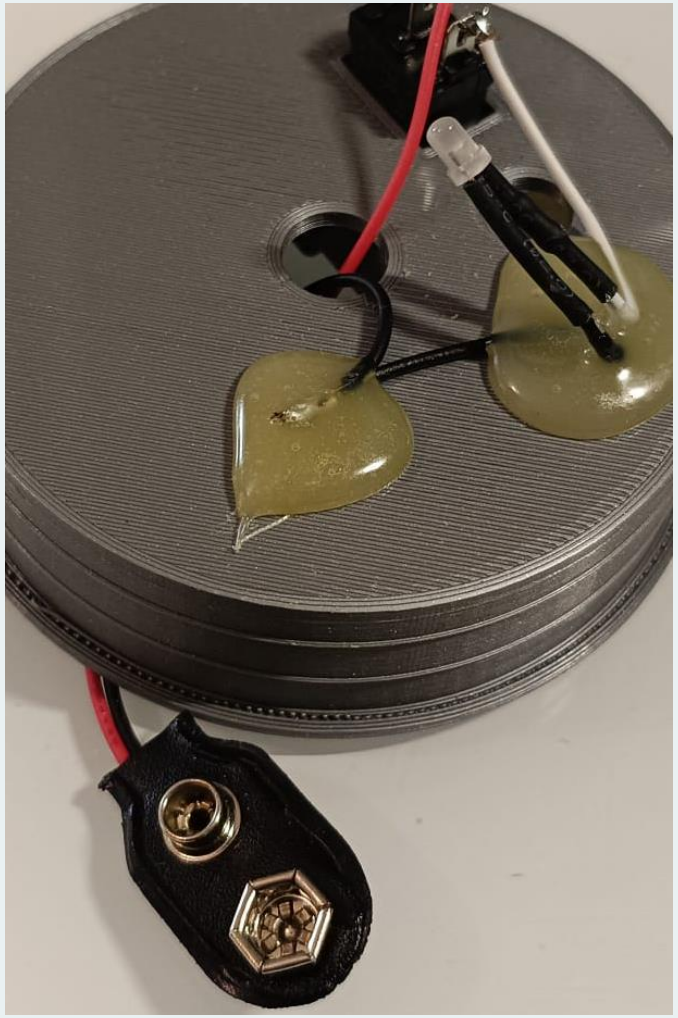
Sec syllabus 2025

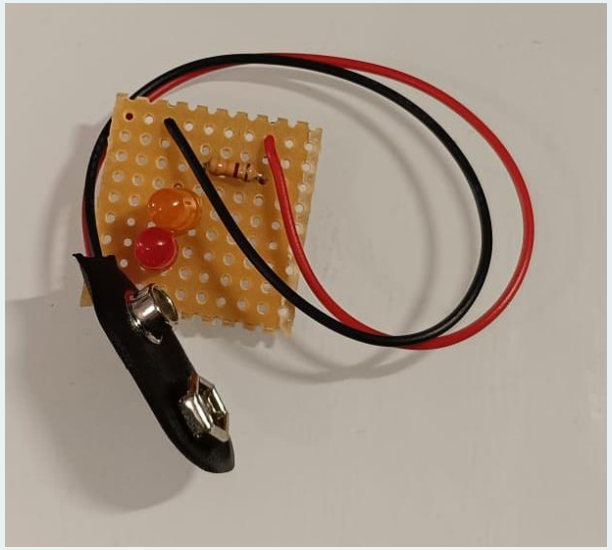
Learning D&T entails working in a technological environment, using workshop equipment, modelling of ideas and building original artefacts and projects that respond to given or found problems.

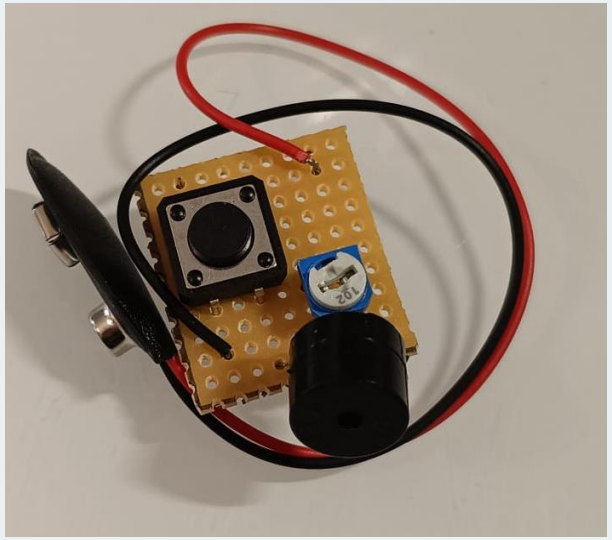
Design – from concept to drawing

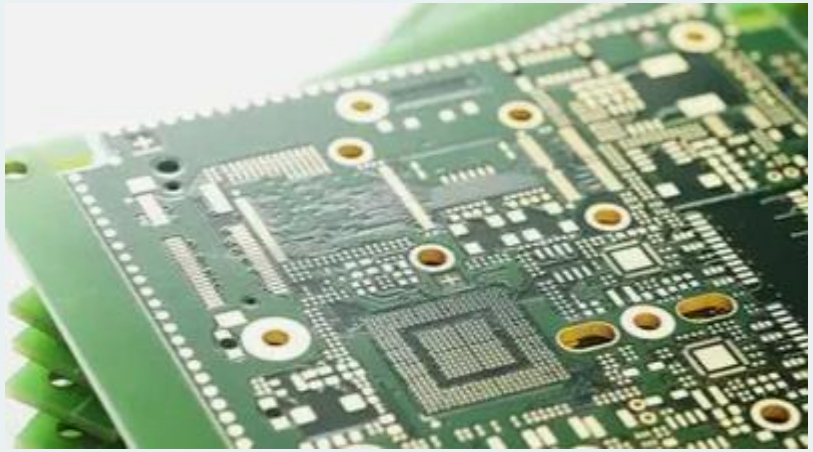


Technology – electronics

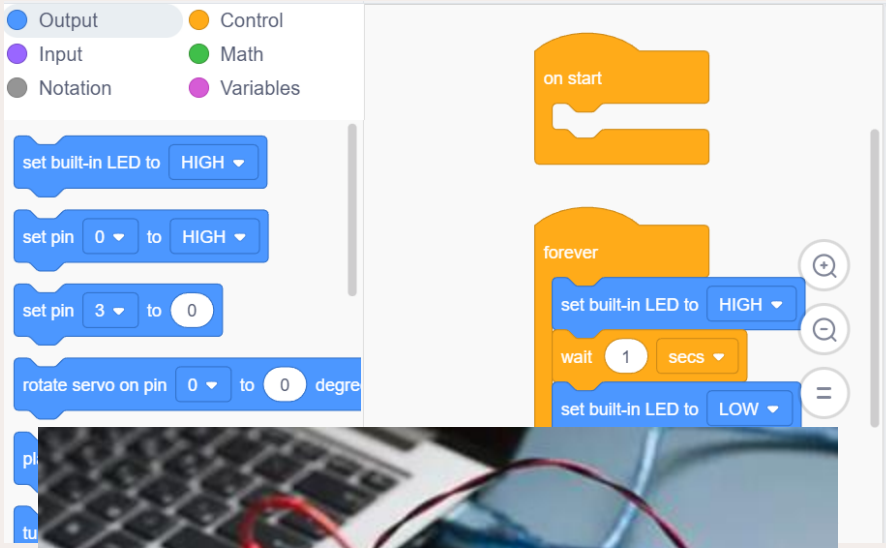






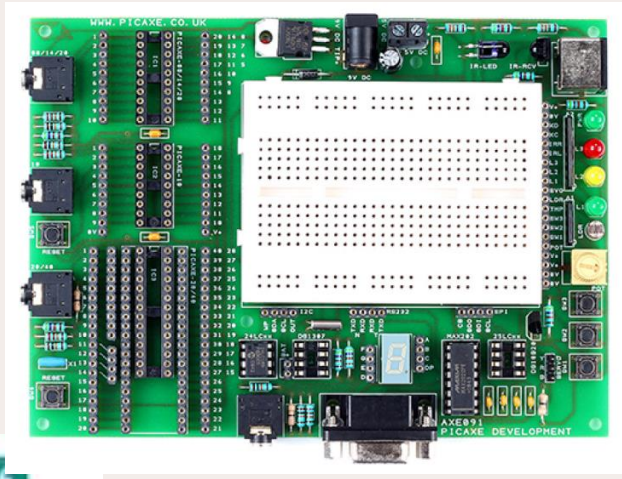


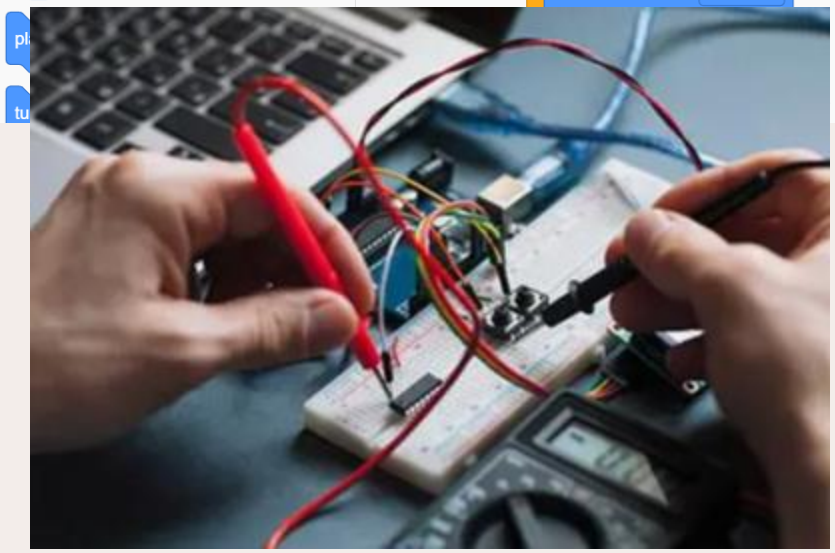
Technology – electronics, testing, programming and microcontrollers




```
// C++ code
//
void setup()
{
  pinMode(LED_BUILTIN, OUTPUT);
}

void loop()
{
  digitalWrite(LED_BUILTIN, HIGH);
  delay(1000); // Wait for 1000 millisecond(s)
  digitalWrite(LED_BUILTIN, LOW);
  delay(1000); // Wait for 1000 millisecond(s)
}
```





Syllabus:

Design Aspect - Design, Entrepreneurship and Innovation.

Design Aspect – Data Collection and Interpretation.

Design Aspect – Critique and Evaluation

Technology Aspect – Materials and Making

Technology Aspect – Systems and Control

Technology Aspect – Graphics, Communication and Digitisation

Assessment:

- **School-based assessment (SBA):** Assessment (periodically) prepared by the school - teacher. 30)% each year.
- **SBA** - 30% (10% each year) for Mat-sec exam at the end of the Secondary school.
- **Controlled assessment:** is comprised of a two-hour written exam set at the end of year - 70%.

DT related careers:

- **Designing: Interior / Product / Video-game designer.**

- **Different areas of Engineering: Civil.**
  Mechanical
  Aeronautical
  Electrical
  Marine Surveyor

- **Electrician**
- **Car mechanics**
- **Joinery.**
- **Technicians** **Etc..**


QUESTIONS

Thank you