Material Technologies - Graphics

A program to support Stage 4 Technology Mandatory

'Material Technologies - Graphics is a program that supports the Stage 4 Technology (Mandatory) Syllabus. The program supports a design project focusing on using graphics and

multimedia to develop a design solution for the redevelopment of a derelict building and

repurpose it for a new community use".

Students will visit study sites in The Rocks and Millers Point to:

- Describe factors influencing design in the built environment;
- Plan and manage the production of a design solution;
- Apply design processes that respond to needs and opportunities in a design project
- Generate and communicate creative design ideas and solutions.

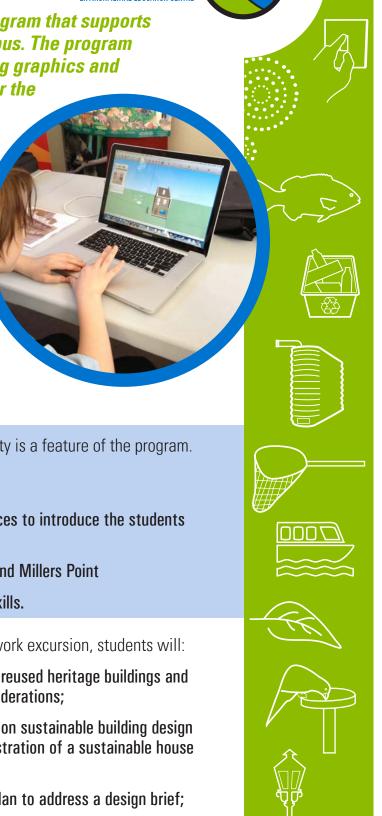


The program has three main components:

- 1. Introductory activities and web based resources to introduce the students to the program.
- 2. A full day fieldwork excursion in The Rocks and Millers Point
- Follow up activities to enhance Technology skills.

During the full day fieldwork excursion, students will:

- Visit two adaptively reused heritage buildings and identify design considerations;
- View a presentation on sustainable building design and watch a demonstration of a sustainable house model:
- Develop a concept plan to address a design brief;
- Use a Google Sketchup and a Home Design app on iPads to begin developing 2D and 3D models of their designs.



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From \$9 per student Cost:

Phone: Observatory Hill EEC on 9247 7321 **Enquiries:**

observhill-e.school@det.nsw.edu.au **Email:**

For more information about this program and other environmental education programs, visit the Observatory Hill EEC website at:

http://observatoryhilleec.schools.nsw.gov.au/secondary-programs

