DESIGN & TECHNOLOGIES

PROJECT-BASED LEARNING

Design and technologies: *Project-based learning* is a six-box series that offers opportunities to hone students' process and production skills while designing and creating interesting and fun projects. The flexibility of the four themes (Food and cooking, Clothing and textiles, Building and construction and Technological advancements) means that projects can be adapted where necessary. No matter which project your students are working on, they will be collaborating and communicating to find solutions to real-world problems.

FEATURES

- Six copies of every card allows for collaboration and flexibility within the classroom.
- Seven projects in each theme allows students to pick and choose to their interests.
- Can be used as a stand-alone product or in conjunction with the *Design and technologies*: *Project-based learning* teacher resource series.

Front

CLOTHING AND TEXTILES

Felt animal mask

Many Australian animals, including the black-flanked rock wallaby and the Northern quoll, are endangered because of natural and human activity. As most of Australia's wildlife is not found anywhere else, it is incredibly important for us to protect the species that continue to live here.

Project task:

Design and create a felt animal mask, which can be worn as a costume in a performance about protecting wildlife.

Back

CLOTHING AND TEXTILES

Felt animal mask

1. INQUIRE
Which animals feature in performances about protecting wildlife? How do people make animal masks using felt?

2. IDEATE
Which animal will your mask represent? How will you design, draw and cut out each part? How will you attach the felt pieces together?

3. PLAN
Research how other people have made animal masks from felt. Find/Draw a template for each of the different coloured parts.

4. CREATE
Collect the materials and tools you need. Copy your template onto the coloured pieces of felt, cut them out and assemble the pieces.

5. EVALUATE
Evaluate the success of your felt animal mask. Did it have all the correct features for the animal? Did the felt pieces stay together?

6. SHARE
Display your animal mask for the class to see. Explain your design choices and how you attached the pieces of felt.
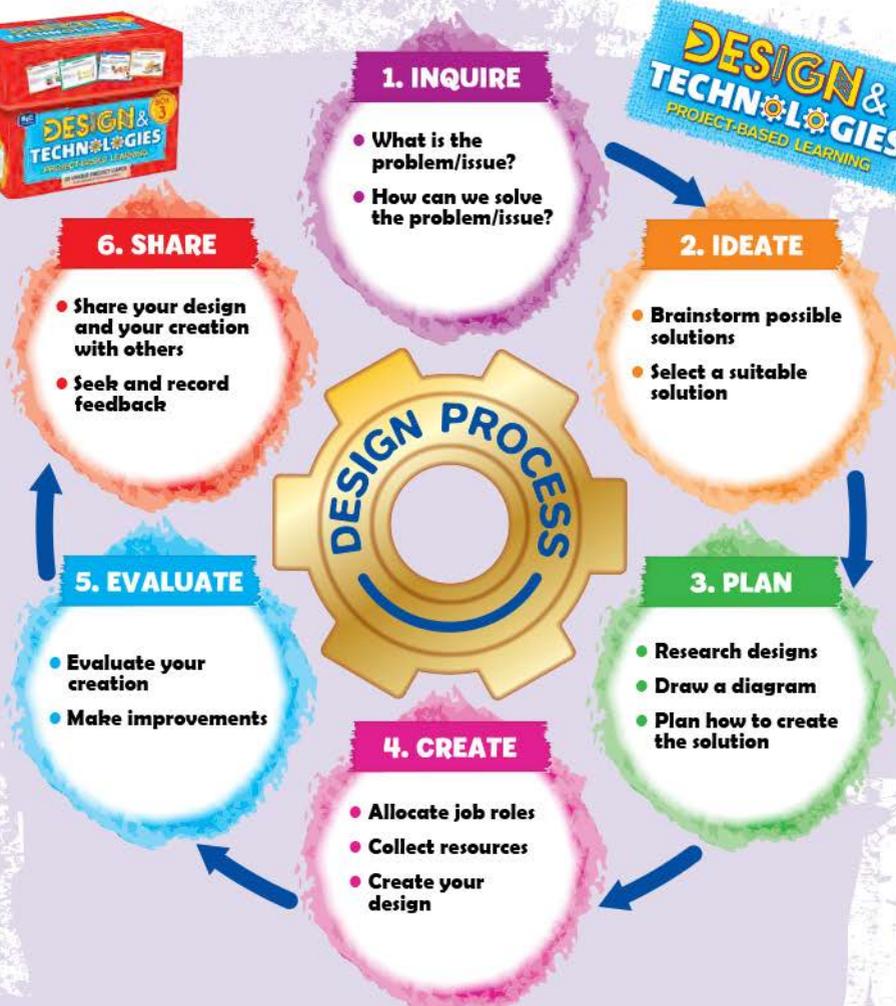
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$89.95 each

What is project-based learning?

Project-based learning is an instructional approach which develops students' knowledge and skills through cross-curricular projects based on real-world tasks, issues or challenges. It encourages students to be curious, creative and critical thinkers as they explore the task, issue or challenge in an attempt to 'solve' it.

To anchor the students' exploration, this series utilises a six-step design process—inquire, ideate, plan, create, evaluate and share. These steps are outlined on the back of each project card to guide students' learning.

DESIGN PROCESS

1. INQUIRE
- What is the problem/issue?
- How can we solve the problem/issue?

2. IDEATE
- Brainstorm possible solutions
- Select a suitable solution

3. PLAN
- Research designs
- Draw a diagram
- Plan how to create the solution

4. CREATE
- Allocate job roles
- Collect resources
- Create your design

5. EVALUATE
- Evaluate your creation
- Make improvements

6. SHARE
- Share your design and your creation with others
- Seek and record feedback

DESIGN & TECHNOLOGIES PROJECT-BASED LEARNING

Project-based learning *Design and Technologies* in action

Front

Back

1 Inquire
Look at what the project is, why it is important and how it can be solved.

2 Ideate
Create a list of possible solutions and pick the best one.

3 Plan
Research and design a solution to the project.

4 Create
Gather the materials needed and create the design.

5 Evaluate
Assess what worked and make modifications to improve the design.

6 Share
Display the creation and record feedback for further projects.

Use project-based learning to unlock students' knowledge and skills!

Design and Technologies: Project based learning encourages students to be curious, creative and critical-thinkers. With 28 unique projects in each box, students are taken through cross-curricular situations based on real-world tasks, issues and challenges.

- ✔ Six-box series for years 1 to 6
- ✔ 28 unique projects within each box
- ✔ Hands-on projects to cover the Design and Technologies curriculum area
- ✔ Utilises project-based learning, anchored by a six-step design process.

TAKE THE NEXT STEP

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