

# **Design**

## **Scope and sequence**

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## Design: Scope and sequence of content

Course		p. 11	p. 13	p. 15	pp. 17–18	pp. 19–20	pp. 21–22
Content organiser		UNIT PA Design basics	UNIT PB Design basics	UNIT 1A Design basics	UNIT 1B Applied design	UNIT 1C Personal design	UNIT 1D Social design
Design principles and process	Design principles	<ul style="list-style-type: none"> <li>basic design elements such as lines, 2D shapes and textures</li> <li>colour basics: primary colours.</li> </ul>	<ul style="list-style-type: none"> <li>basic design elements such as textures, 3D shapes and positions of objects in space</li> <li>colour basics: making different colours by mixing primary colours.</li> </ul>	<ul style="list-style-type: none"> <li>characteristics of elements of design: line, shape, value, 3D form, space, texture and their application to design</li> <li>colour basics: mixtures of primary and secondary colours.</li> </ul>	<ul style="list-style-type: none"> <li>characteristics of elements of design: line, shape, value, 3D form, space, texture and their application to design</li> <li>colour wheel: primary, secondary and tertiary colours and their application to design.</li> </ul>	<ul style="list-style-type: none"> <li>characteristics of elements of design: line, shape, value, 3D form, space, colour and texture and their systematic application in design</li> <li>colour theory: primary, secondary, tertiary colours and their application to design.</li> </ul>	<ul style="list-style-type: none"> <li>characteristics of elements of design: line, shape, value, 3D form, space, colour, texture, typography and their systematic application in design</li> <li>application of unifying design principles and relationships of design such as balance, contrast, repetition, movement, rhythm, scale and proportion, unity, variety, pattern, volume and harmony to design projects</li> <li>colour theory: colour meanings and their application to design.</li> </ul>

Course		pp. 23–24	pp. 25–26	pp. 27–28	pp. 29–30
Content organiser		UNIT 2A Cultural design	UNIT 2B Economic design	UNIT 3A Environmental design	UNIT 3B Political design
Design principles and process	Design principles	<ul style="list-style-type: none"> <li>characteristics of elements of design: line, shape, value, 3D form, space, colour, texture, typography and experimentation with their application in design</li> <li>use of principles such as: similarity, proximity, continuation, closure, figure/field, layout principles, alignment, modular/grids, correspondence, visual hierarchy, proportion and unity (Gestalt design principles) to create designs that deal with cultures and subcultures.</li> </ul>	<ul style="list-style-type: none"> <li>characteristics of elements of design: line, shape, value, 3D form, space, colour, texture, typography and experimentation with their application in design</li> <li>form and function and their relationship to economic themes.</li> </ul>	<ul style="list-style-type: none"> <li>characteristics of elements of design: line, shape, value, 3D form, space, colour, texture, typography and experimentation with their application in design</li> <li>development of sets of design principles relevant to particular tasks</li> <li>concepts such as form follows function; less is more; modernism and post-modernism.</li> </ul>	<ul style="list-style-type: none"> <li>characteristics of elements of design: line, shape, value, 3D form, space, colour, texture, typography and experimentation with their application in design</li> <li>development of sets of design principles relevant to particular tasks</li> <li>integration of design principles in applied contexts.</li> </ul>

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Content organiser		UNIT PA Design basics	UNIT PB Design basics	UNIT 1A Design basics	UNIT 1B Applied design	UNIT 1C Personal design	UNIT 1D Social design
Design principles and process	Design process and methods	<ul style="list-style-type: none"> <li>following steps in the design process.</li> </ul>	<ul style="list-style-type: none"> <li>application of steps in the design process.</li> </ul>	<ul style="list-style-type: none"> <li>basic stages in the design/creative process, such as problem identification, problem clarification and exploration of ideas.</li> </ul>	<ul style="list-style-type: none"> <li>application of the design process including minimal documentation of each of the following stages: research, analysis, ideation, development and refinement.</li> </ul>	<ul style="list-style-type: none"> <li>application of the design process including basic documentation of each of the following stages: research, analysis, ideation, development and refinement to plan design projects.</li> </ul>	<ul style="list-style-type: none"> <li>application of the design process including detailed documentation of each of the following stages: research, analysis, ideation, development and refinement</li> <li>reflection on personal work.</li> </ul>

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Content organiser		UNIT 2A Cultural design	UNIT 2B Economic design	UNIT 3A Environmental design	UNIT 3B Political design
Design principles and process	Design process and methods	<ul style="list-style-type: none"> <li>application of design processes in context, including the development of thorough, connected documentation (compiling and recording of verbal, visual and other information) for each of the stages of the design process.</li> </ul>	<ul style="list-style-type: none"> <li>development and documentation of personal design processes, including research, analysis, idea development and critical reflection</li> <li>relationships between design work and industry standards for technical specifications</li> <li>application of design methods such as visual research, idea generation techniques, synectics, mind maps, brainstorming, forced association relating to problems of economic design.</li> </ul>	<ul style="list-style-type: none"> <li>application of a personal design process and formal process of critical reflective analysis to devise and evaluate solutions to design problems</li> <li>use of inquiry processes to formulate specific meaning in design work such as research into the history of environmentally sensitive materials and investigation of currently available materials</li> <li>application of design methods such as visual research, idea generation techniques, synectics, mind maps, brainstorming and forced association to generate solutions to design problems relating to environmental issues.</li> </ul>	<ul style="list-style-type: none"> <li>application of design processes and reflective practice applying formal processes of critical analysis to develop designs that reflect political themes</li> <li>advanced design processes and methods such as research, questioning and interviewing of client groups (surveys of opinions)</li> <li>use of complex integration of visual language to resolve problems and create solutions</li> <li>use of critical frameworks for communicating, interpreting and evaluating techniques to construct political comment, or influence public opinion.</li> </ul>

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Content organiser		UNIT PA Design basics	UNIT PB Design basics	UNIT 1A Design basics	UNIT 1B Applied design	UNIT 1C Personal design	UNIT 1D Social design
Design principles and process	Visualising and visual development	<ul style="list-style-type: none"> <li>simple representation of objects and ideas.</li> </ul>	<ul style="list-style-type: none"> <li>use of simple plans, drawings and diagrams to represent objects and ideas.</li> </ul>	<ul style="list-style-type: none"> <li>producing and reading of 2D and 3D plans and/or drawings</li> <li>visual development process from thumbnails through to development roughs.</li> </ul>	<ul style="list-style-type: none"> <li>producing and reading of 2D and 3D plans and/or drawings</li> <li>use of a range of design skills including thumbnails, layouts and plans.</li> </ul>	<ul style="list-style-type: none"> <li>producing, reading and interpretation of plans and/or drawings</li> <li>visual development process from thumbnails through to development roughs</li> <li>layouts/plans and client visuals relevant to design discipline.</li> </ul>	<ul style="list-style-type: none"> <li>producing, reading and interpretation of plans and/or drawings</li> <li>visual development process from thumbnails through to development roughs</li> <li>layouts/plans and client visuals relevant to design discipline.</li> </ul>

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Content organiser		UNIT 2A Cultural design	UNIT 2B Economic design	UNIT 3A Environmental design	UNIT 3B Political design
Design principles and process	Visualising and visual development	<ul style="list-style-type: none"> <li>producing, reading and interpretation of plans and/or drawings</li> <li>use of visual development process</li> <li>development of a wide range of design skills relevant to the context</li> <li>reading and creation of diagrams.</li> </ul>	<ul style="list-style-type: none"> <li>producing, reading and interpretation of plans and/or drawings</li> <li>creation of accurate visuals/layouts</li> <li>control and manipulation of a range of design skills</li> <li>reading and creation of diagrams.</li> </ul>	<ul style="list-style-type: none"> <li>producing, reading and interpretation of plans and/or drawings</li> <li>using diagrams to explain concepts</li> <li>visual development in applied contexts</li> <li>documentation of processes to reflect comprehensive thinking.</li> </ul>	<ul style="list-style-type: none"> <li>producing, reading and interpretation of plans and/or drawings</li> <li>using diagrams to explain concepts</li> <li>visual development, visuals/layouts in applied context and documentation to reflect progressive resolution of design problems</li> <li>creative application of a repertoire of design skills.</li> </ul>

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Content organiser		UNIT PA Design basics	UNIT PB Design basics	UNIT 1A Design basics	UNIT 1B Applied design	UNIT 1C Personal design	UNIT 1D Social design
Communication principles and visual literacies	Communication theories, models and forms of communication	<ul style="list-style-type: none"> <li>personal ways of using design to communicate</li> <li>forms of communication languages such as visual and non-visual, verbal and non-verbal.</li> </ul>	<ul style="list-style-type: none"> <li>identification of purposes of design: personal</li> <li>forms of communication languages such as visual and non-visual, verbal and non-verbal.</li> </ul>	<ul style="list-style-type: none"> <li>identification of purposes of design: personal</li> <li>forms of communication languages such as visual and non-visual, verbal and non-verbal.</li> </ul>	<ul style="list-style-type: none"> <li>identification of all stakeholders/ participants and their perspectives/positions in the communication situation</li> <li>basics of typography, serif and sans serif typefaces</li> <li>use of typefaces as design elements to address issues of legibility and appropriateness of particular communications such as labels and title blocks.</li> </ul>	<ul style="list-style-type: none"> <li>basic communication models and principles e.g. (Shannon and Weaver) sender (encoding), signal (transmission), noise, receiver (decoding)</li> <li>purposes of communication: personal, social, economic</li> <li>historical perspectives of typographic styles and type</li> <li>application of personal preferences in type styles specific to the context.</li> </ul>	<ul style="list-style-type: none"> <li>communication models and principles e.g. (Shannon and Weaver) sender (encoding), signal (transmission), noise, receiver (decoding)</li> <li>forms of communication languages and communication such as visual and non-visual/verbal and non-verbal</li> <li>analysis of the purposes of communication: personal, social, cultural and economic</li> <li>exploration of the use of type styles in society.</li> </ul>

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Content organiser		UNIT 2A Cultural design	UNIT 2B Economic design	UNIT 3A Environmental design	UNIT 3B Political design
Communication principles and visual literacies	Communication theories, models and forms of communication	<ul style="list-style-type: none"> <li>communication models in applied context (relevant to application)</li> <li>the communication environment (physical, economic, social, cultural, geographic, and interpersonal)</li> <li>concepts such as 'gatekeeper', 'mental models' and 'innovation theory'</li> <li>relationships between sub-cultures and design forms</li> <li>use of typography to reinforce cultural identification.</li> </ul>	<ul style="list-style-type: none"> <li>communication theories</li> <li>use of theories such as semiotics</li> <li>advantages and disadvantages of communication types</li> <li>use of typography relevant to themes and content.</li> </ul>	<ul style="list-style-type: none"> <li>theories in applied context (relevant to application)</li> <li>transmission and distribution of meaning</li> <li>influences of theories and media forms on all stakeholders</li> <li>analysis and evaluation of appropriate strategies for communicating information on environmental issues to identified audiences</li> <li>use of typography relevant to themes and content.</li> </ul>	<ul style="list-style-type: none"> <li>suitability of particular media forms for different audiences, and for purposes such as political comment</li> <li>integration and synthesis of all previous considerations into an appropriately designed communication strategy</li> <li>selection of appropriate strategies to communicate ideas</li> <li>use of typography relevant to themes and content.</li> </ul>

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Content organiser		UNIT PA Design basics	UNIT PB Design basics	UNIT 1A Design basics	UNIT 1B Applied design	UNIT 1C Personal design	UNIT 1D Social design
Communication principles and visual literacies	Meanings, society, culture and audience	<ul style="list-style-type: none"> <li>personal design preferences.</li> </ul>	<ul style="list-style-type: none"> <li>personal design preferences for others.</li> </ul>	<ul style="list-style-type: none"> <li>relationship of design to self and other participants.</li> </ul>	<ul style="list-style-type: none"> <li>identification of an audience or user for a design</li> <li>influence of values and beliefs of an audience or user on the design process.</li> </ul>	<ul style="list-style-type: none"> <li>definition of 'representation' and 'stereotype' and how they relate to the design of artefacts</li> <li>use of representation to create designs that relate to a personal focus.</li> </ul>	<ul style="list-style-type: none"> <li>definition of 'representation' and 'stereotype' and how they relate to the design of artefacts</li> <li>use of representation to create designs that relate to a social focus.</li> </ul>

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Communication principles and visual literacies	Meanings, society, culture and audience	<ul style="list-style-type: none"> <li>identification of specific audiences in terms of demographics and ergonomics</li> <li>identification of relationships between stereotypes and aspects of popular culture.</li> </ul>	<ul style="list-style-type: none"> <li>design of artefacts with an economic focus that relate to specific audiences in terms of demographics, social strata and lifestyle preferences</li> <li>identification of specific audiences in terms of behaviour (lifestyle), cultural values and beliefs.</li> </ul>	<ul style="list-style-type: none"> <li>design of artefacts with an environmental focus in terms of the cultural values, ideologies and belief systems that are important in the way that society and individuals perceive the natural and built environment.</li> </ul>	<ul style="list-style-type: none"> <li>analysis and construction of meaning for particular purposes</li> <li>manipulation of visual codes to present different viewpoints design for audience</li> <li>use of design to reinforce and challenge representations and values in society.</li> </ul>

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Content organiser		UNIT PA Design basics	UNIT PB Design basics	UNIT 1A Design basics	UNIT 1B Applied design	UNIT 1C Personal design	UNIT 1D Social design
Communication principles and visual literacies	Ethical and legal issues	<ul style="list-style-type: none"> <li>creation and private display of design work recognising issues with copying from others.</li> </ul>	<ul style="list-style-type: none"> <li>creation and public display of design work recognising issues with copying from others.</li> </ul>	<ul style="list-style-type: none"> <li>copyright issues relating to the creation and display of design</li> <li>identification of sustainable materials.</li> </ul>	<ul style="list-style-type: none"> <li>copyright and intellectual property</li> <li>copyright in the digital environment</li> <li>use of sustainable materials in the design process.</li> </ul>	<ul style="list-style-type: none"> <li>copyright and misrepresentation issues relating to the creation and public display of design</li> <li>issues of the sustainability of materials and processes used in design processes.</li> </ul>	<ul style="list-style-type: none"> <li>copyright, authorship, and advocacy issues relating to the creation and public display of design</li> <li>sustainable design projects.</li> </ul>

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Communication principles and visual literacies	Ethical and legal issues	<ul style="list-style-type: none"> <li>identification of representation/advocacy (ethnicity, gender, religion, cultural values, age), censorship and ethical/legal responsibilities</li> <li>acknowledgement of sustainability.</li> </ul>	<ul style="list-style-type: none"> <li>commercialisation, economics and sustainability and ethical/legal responsibilities</li> <li>conflicting points of view</li> <li>sustainability and life cycle costing.</li> </ul>	<ul style="list-style-type: none"> <li>environmental issues and ethical/legal responsibilities</li> <li>sustainability and life cycle costing.</li> </ul>	<ul style="list-style-type: none"> <li>government influence such as propaganda and political censorship and ethical/legal responsibilities</li> <li>sustainability and life cycle costing.</li> </ul>

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Content organiser		UNIT PA Design basics	UNIT PB Design basics	UNIT 1A Design basics	UNIT 1B Applied design	UNIT 1C Personal design	UNIT 1D Social design
Production knowledge and skills	Processes, methods and techniques of production	<ul style="list-style-type: none"> <li>• basic production methods</li> <li>• appropriate terminology associated with production</li> <li>• necessity for timeframes and planning.</li> </ul>	<ul style="list-style-type: none"> <li>• design production methods and techniques</li> <li>• appropriate terminology associated with production</li> <li>• completion of production processes within a given timeframe.</li> </ul>	<ul style="list-style-type: none"> <li>• basic production processes and techniques</li> <li>• appropriate terminology and formats of presentation of design solutions relevant to design disciplines</li> <li>• basic planning and time management strategies.</li> </ul>	<ul style="list-style-type: none"> <li>• management of production processes, methods and techniques</li> <li>• appropriate terminology and formats of presentation of design solutions relevant to design disciplines</li> <li>• basic planning and time management strategies.</li> </ul>	<ul style="list-style-type: none"> <li>• management of production processes, methods and techniques</li> <li>• history/evolution of production processes relevant to design discipline</li> <li>• appropriate terminology and formats of presentation of design solutions relevant to design disciplines</li> <li>• planning and time management.</li> </ul>	<ul style="list-style-type: none"> <li>• management of production processes, methods and techniques</li> <li>• establishment of contemporary production processes</li> <li>• planning and time management strategies.</li> </ul>

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Content organiser		UNIT 2A Cultural design	UNIT 2B Economic design	UNIT 3A Environmental design	UNIT 3B Political design
Production knowledge and skills	Processes, methods and techniques of production	<ul style="list-style-type: none"> <li>• management of production processes, methods and techniques</li> <li>• future trends in production processes</li> <li>• planning and time management</li> <li>• refinement of processes.</li> </ul>	<ul style="list-style-type: none"> <li>• development, exploration and experimentation of production processes, methods and techniques</li> <li>• establishment of appropriate production processes in context</li> <li>• costs, benefits and constraints of particular processes, methods and techniques</li> <li>• efficient project planning.</li> </ul>	<ul style="list-style-type: none"> <li>• evaluation and refinement of production processes, methods and techniques</li> <li>• design of, and planning for specific production processes to industry standards</li> <li>• efficient project planning considering costs and funding issues</li> <li>• responsibility for choices in relation to environmental and sustainability issues.</li> </ul>	<ul style="list-style-type: none"> <li>• evaluation and refinement of production processes, methods and techniques</li> <li>• production processes, resources to industry standards</li> <li>• efficient project planning and budgeting considering costs and constraints.</li> </ul>

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Content organiser		UNIT PA Design basics	UNIT PB Design basics	UNIT 1A Design basics	UNIT 1B Applied design	UNIT 1C Personal design	UNIT 1D Social design
Production knowledge and skills	Materials of production	<ul style="list-style-type: none"> <li>exploration of the properties of various types of materials such as paper, card, fabrics, clay, pens and paint.</li> </ul>	<ul style="list-style-type: none"> <li>use of a variety of materials for design based on their properties.</li> </ul>	<ul style="list-style-type: none"> <li>properties of various types of materials such as recycled and man-made, and their application to design</li> <li>development of solutions through experimentation with materials.</li> </ul>	<ul style="list-style-type: none"> <li>properties of various types of materials such as composites and their application to design</li> <li>development of solutions through experimentation with materials.</li> </ul>	<ul style="list-style-type: none"> <li>properties of various types of materials and their application to design</li> <li>development of solutions through experimentation with materials.</li> </ul>	<ul style="list-style-type: none"> <li>properties of contemporary production materials</li> <li>development of solutions through experimentation with materials</li> <li>design decision-making based on the physical properties of materials.</li> </ul>

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Content organiser		UNIT 2A Cultural design	UNIT 2B Economic design	UNIT 3A Environmental design	UNIT 3B Political design
Production knowledge and skills	Materials of production	<ul style="list-style-type: none"> <li>ways of safely handling and manipulation of materials</li> <li>cultural relevance of materials and practices.</li> </ul>	<ul style="list-style-type: none"> <li>establishment of appropriate production materials in context</li> <li>use of alternative materials, recognising and understanding advanced materials</li> <li>trends in production materials.</li> </ul>	<ul style="list-style-type: none"> <li>designing and planning for specific production materials</li> <li>recycling materials in relationship to environmental sustainability of resources.</li> </ul>	<ul style="list-style-type: none"> <li>implementation and management of production materials</li> <li>safety issues related to the handling and manipulation of materials.</li> </ul>

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Content organiser		UNIT PA Design basics	UNIT PB Design basics	UNIT 1A Design basics	UNIT 1B Applied design	UNIT 1C Personal design	UNIT 1D Social design
Production knowledge and skills	Tools of production	<ul style="list-style-type: none"> <li>directed use of tools</li> <li>introduction to workplace safety.</li> </ul>	<ul style="list-style-type: none"> <li>appropriate use of tools and equipment</li> <li>identification of common safety issues</li> <li>introduction to OSH practices.</li> </ul>	<ul style="list-style-type: none"> <li>tools and equipment specific to the context</li> <li>storage, use and care of tools and equipment</li> <li>application of OSH principles.</li> </ul>	<ul style="list-style-type: none"> <li>appropriate use tools and equipment specific to the context</li> <li>storage and care of tools and equipment</li> <li>application of OSH principles.</li> </ul>	<ul style="list-style-type: none"> <li>evolution of production processes relevant to design discipline</li> <li>experimentation and exploration with tools</li> <li>storage, use and care of tools</li> <li>application of OSH principles to production processes.</li> </ul>	<ul style="list-style-type: none"> <li>evolution and use of contemporary production tools</li> <li>common safety issues</li> <li>application of OSH principles and the impact on design and manufacture.</li> </ul>

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Content organiser		UNIT 2A Cultural design	UNIT 2B Economic design	UNIT 3A Environmental design	UNIT 3B Political design
Production knowledge and skills	Tools of production	<ul style="list-style-type: none"> <li>manipulation of manual or digital tools</li> <li>future trends in production tools</li> <li>devising plans to manage potential OSH issues</li> <li>impact of OSH in design and manufacture.</li> </ul>	<ul style="list-style-type: none"> <li>use of appropriate production tools in context following OSH guidelines</li> <li>impact of OSH in design and manufacture</li> <li>use of alternative tools, programs and technical specifications.</li> </ul>	<ul style="list-style-type: none"> <li>designing/planning for specific production tools</li> <li>use of tools to industry OSH standards</li> <li>assessment of relevant OSH issues and the impact in design and manufacture.</li> </ul>	<ul style="list-style-type: none"> <li>implementation/management of production tools</li> <li>impact of OSH legislation and codes of practice in design and manufacture.</li> </ul>