



DESIGN

General course

**Year 12 syllabus – What’s changing: Rationale and Aims
For teaching in 2027**

Acknowledgement of Country

Kaya. The School Curriculum and Standards Authority (the Authority) acknowledges that our offices are on Whadjuk Noongar boodjar and that we deliver our services on the country of many traditional custodians and language groups throughout Western Australia. The Authority acknowledges the traditional custodians throughout Western Australia and their continuing connection to land, waters and community. We offer our respect to Elders past and present.

Background

As part of the Western Australian Certificate of Education (WACE) Refreshment for reviewing the nomenclature of courses, the Authority has updated the rationale and aims of each syllabus.

The revised rationale and aims are aligned with the mapping of the General Capabilities to provide clear connections between the rationale, aims and syllabus content. The rationale outlines what the subject is about and why it is important. It describes what students can expect to study in the course, along with the knowledge, skills and understandings they will develop throughout the course. It also explains how these can be applied in everyday life and references potential future pathways, outlining how students might connect what they learn in the course to further education, training and employment opportunities.

Important information

WACE Refreshment: Reviewing the nomenclature of courses

This document contains information that will be included in the syllabus effective from 1 January 2027.

Users of the syllabus are responsible for checking its currency.

Syllabuses are formally reviewed by the Authority on a cyclical basis, typically every five years.

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Rationale

The Design General course investigates how humans conceive, plan and create products that serve specific purposes. The course explores the strategic development of visual and tactile communication, teaching students how to effectively convey ideas, values and information to specific audiences with clear intentions.

Students apply an environmental, economic, ethical and societal lens when applying an agile design process for the proposed problem. They develop technical skills and design strategies to support the application of an effective design process that addresses a design problem, communicates ideas and supports potential design solutions that reflect the values, needs and expectations of specific audiences.

The course engages students through diverse forms of communication while exploring design principles derived from multiple disciplines, including psychology, digital design, art, engineering, architecture and marketing. Throughout the course, students have opportunities to apply practical skills that support the design process to critically analyse and guide the development of creative and functional solutions.

Through hands-on design projects, students develop essential skills in applying design principles, analysing problems, devising innovative strategies and communicating designed solutions. They will learn to use a structured design process that leads to effective solutions for identified challenges. Understanding design principles empowers students to better interact with their environment and become more discerning consumers of visual information, helping them recognise when design is used to inform, entertain or persuade. The knowledge and skills developed through the course supports critical thinking, problem-solving and authentic communication skills that are industry-relevant and can be applied to real-world situations.

The course provides students with a competitive advantage in various industries, developing transferable skills applicable across professional and trade-based sectors. The course creates pathways to both vocational opportunities and university education in design-related fields. Areas of work and careers could include graphic designer, interior designer, fashion designer, CAD engineer, web designer, architecture, product designer, industrial design, media and arts, publishing, branding, advertising, creative media, animation, game design, photojournalism and content creator.

Aims

The Design General course aims to develop students’:

- ability to experiment with design skills, techniques and methods to propose effective solutions
- understanding of responsible design practices and ethical awareness
- understanding of the relationship between design, society and culture
- ability to manipulate design principles and practices to influence audience response
- ability to apply the design process to develop innovative creations.