



SAMPLE ASSESSMENT OUTLINE

MATERIALS DESIGN AND TECHNOLOGY
PRELIMINARY UNIT 1 AND UNIT 2

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Sample assessment outline

Materials Design and Technology – Preliminary

Unit 1

Assessment task	Notional due date	Unit outcome: recognise differences in appearance and uses for different materials	Unit outcome: recognise design choices exist for different products	Unit outcome: apply design fundamentals and skills to develop a product	Unit outcome: develop and practise safe production skills to make a product
Task 1: Introduction to simple design Introduction to products and materials. The nature and properties of materials of different products. Introduction to a design process. Look at products and materials using design fundamentals, such as colour, appearance, texture and weight.	Week 2	✓	✓		✓
Task 2: Material differences and uses Explore differences in products and materials. Likes and preferences based on design choices and design fundamentals.	Week 4	✓	✓		✓
Task 3: Methods of communicating design ideas Students use simple drawing and annotation techniques to develop a product, or use pre-prepared drawings of designs to make changes by design choices.	Week 7	✓		✓	
Task 4: Manufacture the product With varying degrees of supervision and assistance, students use simple tools and process techniques to manufacture the designed product.	Week 15	✓		✓	✓
Task 5: Presentation of completed product Presentation of completed product.	Week 16		✓		✓

SAMPLE PLANNING CHECKLIST Materials Design and Technology Preliminary Unit 1 (✓ = Unit content covered)	Task 1 Introduction to design	Task 2 Materials, differences and uses	Task 3 Communicate ideas	Task 4 Manufacture the product	Task 5 Presentation of product
Design fundamentals and skills					
Seek and discuss links between design processes and final products, such as design concept sketches, compared to the finished product. Identify a product from its design and determine that the product and design are the same object. Use pre-prepared designs to make design choices. Decision making: make design choices based on colour and shape.	✓		✓		✓
Nature and properties of materials					
Identify by appearance, and name materials within the chosen context.	✓	✓			
Identify basic aesthetic properties or characteristics.	✓	✓			
Materials in context					
Identify basic uses for materials within the chosen context.		✓	✓		
Use of technology – design skills and techniques					
Use pre-prepared design in developing a solution. Use simple graphic communication technologies. Name and use basic equipment as appropriate to context.	✓		✓		✓
Use of technology – skills and techniques – safety – production management					
Name and use basic equipment as appropriate to context. Manipulate materials. Correct use of personal protective equipment (PPE) where applicable.			✓	✓	
Use teacher-directed design, production plans and processes. With supervision, use simple tools and/or machines safely. Communicate and describe, in simple terms, the production process. Demonstrate workshop clean-up procedures.				✓	✓

Sample assessment outline

Materials Design and Technology – Preliminary

Unit 2

Assessment task	Notional due date	Unit outcome: recognise differences in appearance and uses for different materials	Unit outcome: recognise design choices exist for different products	Unit outcome: apply design fundamentals and skills to develop a product	Unit outcome: develop and practise safe production skills to make a product
<p>Task 6: Material differences and uses Students discuss different materials and the differences in appearance. Students name materials and products made from different materials. Students discuss different uses for different materials. Personal likes and preferences based on design fundamentals and factors affecting design.</p>	Week 2	✓	✓		✓
<p>Task 7: Re-introduction to simple design Explore the nature and properties of different materials in different products. Continue with a design process. Look at a range of different materials using design fundamentals: colour, appearance, texture and weight.</p>	Week 4	✓	✓		✓
<p>Task 8: Methods of communicating design ideas Students use simple drawing and annotation techniques to develop a product, making changes by design choices within the design process, to develop an individual design solution.</p>	Week 7	✓		✓	
<p>Task 9: Manufacture of product Manipulation of materials to produce the product, as applicable to context. Safety; correct use of personal protective equipment (PPE) where applicable. Production management as directed by teacher.</p>	Week 15	✓		✓	✓
<p>Task 10: Presentation of completed product Students present the finished product, and discuss the likes and uses of the product.</p>	Week 16		✓		✓

SAMPLE PLANNING CHECKLIST Materials Design and Technology Preliminary Unit 2 (✓ = Unit content covered)	Task 6 Materials, differences and uses	Task 7 Introduction to design	Task 8 Communicate ideas	Task 9 Manufacture the product	Task 10 Presentation of product
Design fundamentals and skills					
Identify product/s and discuss: <ul style="list-style-type: none"> • factors affecting design, chosen from: <ul style="list-style-type: none"> ▪ personal likes/dislikes ▪ aesthetics – appearance, form ▪ function – purpose, use ▪ safety – design requirements ▪ cost – compare similar products. 	✓	✓			
Seek and discuss links between designs and final products. Use a guided design method or pre-prepared designed components to develop own solution. Decision making: make design choices based on factors affecting design.	✓		✓		✓
Nature and properties of materials					
Identify, by appearance and name, within the chosen context <ul style="list-style-type: none"> • metals – steel, aluminium, copper, brass, tin, stainless steel • textiles – cotton, denim, linen, wool, silk • wood – softwoods, hardwoods, manufactured boards. 	✓	✓			
Identify basic aesthetic properties or characteristics, such as: <ul style="list-style-type: none"> • colour – bright, dull • appearance – patterned, plain • texture – soft, hard, smooth, rough • weight – heavy, light. 	✓		✓		
Materials in context					
Within a chosen context, identify common materials and describe their uses. Name some products or objects made from common materials.	✓	✓			
Use of technology – design skills and techniques					
Use pre-prepared design in developing a solution. Use simple graphic communication technologies. Name and use basic equipment as appropriate to context.	✓		✓		✓
Use of technology – skills and techniques – safety – production management					
Name and use basic equipment as appropriate to context. Manipulate materials. Correct use of personal protective equipment (PPE) where applicable.			✓	✓	
Use teacher-directed design, production plans and processes. With supervision, use simple tools and/or machines safely. Communicate and describe, in simple terms, the production process. Demonstrate workshop clean-up procedures.				✓	✓