**Materials Design and Technology | ATAR Year 11 | Summary of minor syllabus changes for 2025**

The content identified by ~~strikethrough~~ has been deleted from the syllabus and the content identified in *italics* has been revised in the syllabus for teaching from 2025.

Organisation of content

Common content

The Wood, Metal and Textiles learning contexts in the Materials Design and Technology ATAR course have common content in:

* Design fundamentals and skills
* Skills and techniques
  + ICT
  + drawing
* Safety
* Production management

Students may use any material as a means through which they approach the course content, or teachers may choose to restrict the choice. Students will explore ways to use the nature and properties of the materials towards the completion of a product.

In design fundamentals and skills, students learn about the elements and principles of design, while developing a common understanding of the design process and variations that can apply to design tasks during the design cycle.

As student safety is a high priority in all activities, a common understanding of safe working practices, risk management and an awareness of ~~occupational safety and health~~ *work health and safety* standards is achieved in each unit through coverage of common content under the safety heading.

Use of technology

**Safety**

Knowledge and information related to working safely is critical in any technology context. It is important to exercise a duty of care and operate in a safe and responsible manner, including the application of ~~occupational safety and health~~ *work health and safety* legislation and codes of practice.

Unit 1

Common content

Use of technology

**Safety**

* demonstrate ~~occupational safety and health (OSH)~~ *work health and safety* practices appropriate to tasks being undertaken in workshops

Unit 2

Common content

Use of technology

**Safety**

* demonstrate ~~occupational safety and health~~ *work health and safety* practices appropriate to tasks being undertaken in workshops