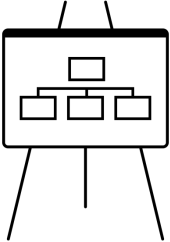

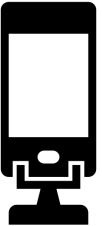


## Design Technology - Grade 6

### Essential Question(s)

How do research and development engineers define, research and solve problems?  
 How can R&D engineers create products that are sustainable? ([Sustainable Development Goal 12](#))  
 How do designers benefit from multiple perspectives ?  
 How do detailed project plans improve product design?  
 How can possible design solutions be improved?  
 How does collaboration influence a final product?

Unit 1 <b>Getting to know You/Design Tech and the Syllabus</b>	Unit 2 <b>The Morning Routine Problem</b>	Unit 3 <b>The Phone Stand Problem</b>
 <p>Created by José Manuel de Laá from Noun Project</p>	 <p>Created by Adrien Coquet from Noun Project</p>	 <p>Created by Pham Duy Phuong Hung from Noun Project</p>
<p><b>THE FOCUS OF THE STORY</b></p>	<p><b>THE FOCUS OF THE STORY</b></p>	<p><b>THE FOCUS OF THE STORY</b></p>
<p>Having an overview of the learning goals and strategies used by the teacher at the beginning of the course will help students understand</p>	<p>Do you love mornings or is your alarm clock your worst enemy? Either way your morning can be improved. In this kick off unit we will</p>	<p>To solve the Phone Stand Problem you will take on the role of an Research and Design engineer and work closely with a client to</p>

<p>what to expect from the course and when. Knowing the strengths and interests of classmates will establish a communal working relationship between all members of the class and facilitate a cooperative learning environment.</p>	<p>learn about a process called design thinking and use it to help make our partner's morning routine better.</p>	<p>design and build (using subtractive processes) a phone stand that meets your clients needs.</p> <p>As part of solving this problem you will learn the importance of safety in the DT Lab, understand basic woodworking processes and develop technical skills (bandsaw, scroll saw, smoothing tools and drills) using a badging system.</p>
<p style="text-align: center;"><b>LEARNING GOALS</b></p>	<p style="text-align: center;"><b>LEARNING GOALS</b></p>	<p style="text-align: center;"><b>LEARNING GOALS</b></p>
<p>Define learning outcomes for the course.</p> <p>Define learning strategies to help achieve the learning outcomes.</p> <p>Identify strengths in students and classmates to facilitate cooperative learning.</p>	<p>Apply the design thinking process to a real world situation</p> <p>Improve questioning and interviewing skills</p> <p>Practice gaining empathy for the end user</p> <p>Create and improve a rapid prototype</p>	<p>Apply the design thinking process to a real world situation - designing and building a better phone stand</p> <p>Create and manage a project plan.</p> <p>Develop an accurate isometric drawing</p> <p>Demonstrate technical skills when using appropriate tools, materials, processes and techniques.</p>