Design and Technology Mr. Poon Chak-ming

Preface

Technology is a dominant force in today's society. A technologically literate person uses tools, materials, systems, and processes in an informed, ethical, and responsible way. Technology education helps young people prepare to live and work in a technological world. Most students in elementary level are fascinated with technology around them, they need to experience the mechanisms, principles, and design constraints that underlie technological solutions. Presented with technological problems that are clearly stated and related to their daily lives, elementary school children can explore design and technology and carry out simple projects in an interesting way. During the elementary school years, students' experiences with technology are **hands-on** and **exploratory**.

Objectives

The curriculum aims at preparing students to be valuable human capital amidst the rapidly emerging technologies.

It enables students to:

1. be aware of modern technology and its impact on society;

2. understand the relationship between technology and other disciplines;

3. design with consideration of related design factors;

4. explore the characteristics of different kinds of materials and their influences to the environment;

5. solve problems logically and creatively, through hands-on and exploratory design and make activities;

6. master basic skills in the safe use of materials, tools and machines;

7. retrieve, process, present and communicate information and ideas using information technology tools whenever appropriate.

Design and Technology Learning and Teaching Strategies in LKKC

1. It must teaches skills which will be useful in the wider world of work.

2. It provides the basic competence needed for and an understanding and appreciation of technological activities in general.

3. It emphasise learning to solve problems involving technology.

4. It develops appropriate interpersonal skills and attitudes for working both independently and co-operatively within a group, and discovers how technology has changed the society and the workplace.

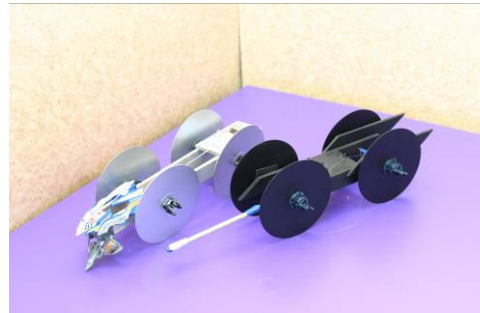**Raising Students' Design and Technology Achievements**

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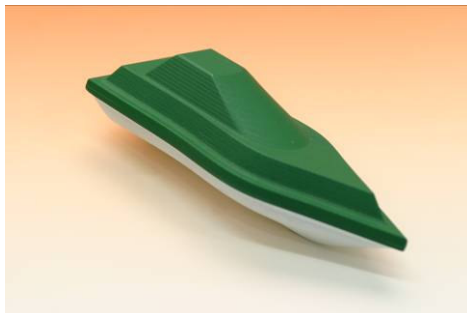

Design a Museum

Mouse Trap Car Competition

3. It emphasise learning to solve problems involving technology.

Mouse Design and Model Making

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Design West Kowloon Cultural District

The Road Ahead

Design and Technology aims at providing learning opportunities for students to develop the technological awareness, literacy, capability and lifelong learning patterns that they need to live and work effectively in an ever changing technological society.