

The Technologies curriculum challenges learners to critically engage with the world around them using technology to learn with and learn through. It affords opportunities to plan, create, test, refine and evaluate with opportunities for critical thinking. Through this learners can make sense of the world; accessing opportunities that relate to skills for the real world. Learners can understand their place in the world and the impact Technologies has on society and the environment.

Like technology, we adapt and change.

We provide real-life scenarios that offer opportunities for all learner to thrive in the world, through developing critical thinking

and problem solving skills.

We support learners to be creative and confident in choosing and selecting the right way to overcome.

Like opening
- adapt + change

are we
right?
what's what
right?

More on evaluation/
redemption
Building on what
has come before

I like the
opening line -
sets a nice tone
and highlights
the importance
of technology

Life! That's how
Citi Bank & Corp. live
Internationally.

Why

Specific points &
Necessities of PL
civic
This -
Sustained - I like

Technologies critical

People

encouraged to
sars, choices + ideas,

explore the real-world impact

Whether designing a product, using a digital solution, or
launching a business idea. They engage with ethical and societal
issues and their impact on the environment + the economy.

anecdotes(?)

The fusion of creative freedom & technical precision, builds
confidence, nurtures curiosity and prepares them to thrive
as digitally literate, socially aware contributors in a dynamic,
rapidly evolving world

The term "technical
precision" seems
outdated.

Focus - not
on the
technical
precision
but on the
humanity

Given supports:

Design, make, build,
reflect, evaluate.
↑ big idea?

Future focused.

Like word
impact added
to real life

Technologies play a vital role in delivering the four capacities by providing relevant, real-world learning that supports employability, innovation & ethical understanding. They enable young people to develop resilience, creativity & curiosity whilst solving meaningful problems in context. By encouraging learners to become creators rather than consumers. Technologies help translate theory into practice, bridge the gap between education & industry & address key skills shortages. Through a focus on collaboration, adaptability & responsible use of technology. Technologies equip learners to thrive in a dynamic, sustainable & inclusive economy.

Great point about being creators.

Creators
AND
Consumers?

Ethical Consumers

Technology by itself
doesn't equip learners
They need to learn how

I think it encourages
consumerism currently
- particularly in the
senior phase - but it
should not

Good to mention Creativity
as REALLY CREATIVE
CURRICULUM AREA

Like this one
INNOVATION
&
INDUSTRY
&
CREATORS
are KEY

EXCELLENT POINTS - COULD
BE MORE SUCCINCT

The purpose of Technologies is to address Human Needs and solve problems by providing tools, processes and ~~tools~~ systems that improves our lives and facilitates various activities.

Practical applications:
Technology provides tangible & practical applications for learning. We use technologies to design & create products, conduct research, to create data & present findings.

What is the purpose of the Technologies?
I like how Canase has it!

To THE POINT - I LIKE IT!
Also enjoy the smart, simple & easy to understand.

UNDERSTAND THE ROLE OF INDIVIDUAL AS CONSUMER THEN INFERS ALL OTHER AREA !!!

LOGIC ↔ PRACTICAL APPLICATION

CORE SKILLS FIRST

ENTERPRISE?

Marrying hardware & software together.

very direct and accurate

REAL WORLD business / culture

JOY

Creates not end users.

maybe more of a consumer persona

INNOVATION?

meet (produce) society's needs?

I like how you link technologies to all human needs.

Address needs - 50%
Solving human problems
Infrastructure