

# FOOD STUDIES

## UNITS 1 & 2

### SUBJECT OVERVIEW

This course takes an interdisciplinary approach to the exploration of food, food knowledge and skills and building individual pathways to health and wellbeing through the application of practical food skills.

### UNIT 1 DESCRIPTION

Students explore food from a wide range of perspectives, both past and present patterns of eating as well as global food production systems. They research economic, environmental and ethical dimensions of food and critically evaluate information, marketing messages and new trends. Practical work includes cooking, demonstrations creating and responding to design briefs, dietary analysis, food sampling and taste-testing, sensory analysis, product analysis and scientific experiments.

### UNIT 2 DESCRIPTION

Students investigate food systems in contemporary Australia. Area of Study 1 focuses on commercial food production industries, while Area of Study 2 looks at food production in small-scale domestic settings. Students use practical skills and knowledge to produce foods, design new food products and adapt recipes.

### WHAT KNOWLEDGE & SKILLS WILL I BUILD?

- Build practical food skills in planning, preparing and cooking, ensuring food safety
- Apply principles of nutrition, food science and sensory evaluation to food planning and preparation.
- Research and discuss issues relating to our food system.

### HOW WILL I BE ASSESSED IN THIS SUBJECT?

- A range of practical activities (compulsory)
- Short written report
- Practical demonstration
- End-of-semester exam

### WHAT ELSE DO I NEED TO KNOW?

- Experience from Year 10 Food Technology or Introduction to Hospitality and Cookery is advantageous.
- This subject may include a levy of \$150 to cover food supplies for the year (subject to change).



# FOOD STUDIES

## UNITS 3 & 4

### SUBJECT OVERVIEW

This course takes an interdisciplinary approach to the exploration of food, food knowledge and skills and building individual pathways to health and wellbeing through the application of practical food skills.

### UNIT 3 DESCRIPTION

This unit investigates the many roles and everyday influences of food. Area of Study 1 explores the science of food: our physical need for it and how it nourishes and sometimes harms our bodies. Area of Study 2 focuses on influences on food choice; how communities, families and individuals change their eating patterns over time and how our food values and behaviours develop within social environments.

### UNIT 4 DESCRIPTION

Students examine debates about global and Australian food systems. Area of Study 1 focuses on issues about the environment, ecology, ethics, farming practices, technologies, food safety and food wastage to solve problems and support sustainable futures. Area of Study 2 focuses on the development of food knowledge, skills and habits to empower consumers to make discerning food choices.

### WHAT KNOWLEDGE & SKILLS WILL I BUILD?

- Physiology and conditioning of appetite, satiety and the sensory appreciation of food.
- Evaluation of nutritional quality of foods and meals.
- Analysing the role of media in shaping food information and influencing food choice.

### HOW WILL I BE ASSESSED IN THIS SUBJECT?

- A range of practical activities (compulsory)
- Short written report
- Practical demonstration
- Video or podcast
- Oral presentation
- End of year exam

### WHAT TYPES OF FURTHER STUDY OR CAREERS COULD THIS SUBJECT LEAD TO?

- Dietician
- Food Stylist
- Nutritionist
- Chef Food Teacher
- Food Writer

### WHAT ELSE DO I NEED TO KNOW?

- Experience from Unit 1 and 2 Food Studies is advantageous.
- This subject may include a levy of \$150 to cover food supplies for the year (subject to change).

# PRODUCT DESIGN & TECHNOLOGY

## UNITS 1 & 2



### SUBJECT OVERVIEW

Product Design and Technologies focuses on design thinking, creative problem solving and understanding factors that influence design. Through this subject you take on the role of the design maker.

### UNIT 1 DESCRIPTION

This unit explores the roles and collaboration of product designers, focusing on research and idea generation. Students practice critical thinking and use drawing systems to develop graphical concepts. They experiment with materials to create prototypes. Analysis of existing products and innovations is guided by design briefs and the Double Diamond approach. Practical work emphasizes safe skill development and refining product concepts through prototyping.

### UNIT 2 DESCRIPTION

Designers should research both local and global end users to understand their diverse needs, focusing on inclusive product design that promotes belonging, access, usability, and equity. Students investigate social and physical influences on design, create end user profiles, and develop products that positively impact these aspects. They also study cultural influences, particularly Aboriginal and Torres Strait Islander design practices, sustainable design, and the integration of traditions and culture into modern designs.

### WHAT KNOWLEDGE & SKILLS WILL I BUILD?

- Planning and time management
- Critical and creative thinking
- Designing by using sketches or digital tools
- The ability to choose appropriate materials, processes and tools
- Digital file management
- General organisational skills.

### HOW WILL I BE ASSESSED IN THIS SUBJECT?

- Folio of work
- End of year exam
- Manufactured product

### WHAT ELSE DO I NEED TO KNOW?

- Experience from Year 10 Product Design and Technology is advantageous.
- This subject may include a levy of \$150 to cover supplies for the year (subject to change).

# PRODUCT DESIGN & TECHNOLOGY

## UNITS 3 & 4

### SUBJECT OVERVIEW

Students will explore an end-user's needs and design and make a product for them.

### UNIT 3 DESCRIPTION

In this unit, students develop ethically considered product concepts and a final proof of concept using the Double Diamond approach and design thinking, focusing on sustainability and manufacturing practices. Students refine their production skills, safe work methods, and use various materials and tools. They engage with end users, apply ethical research, and incorporate feedback into their designs. Speculative design thinking is used to explore future technologies and market trends.

### UNIT 4 DESCRIPTION

Students refine their production skills, safe work methods, and use various materials and tools. They engage with end users, apply ethical research, and incorporate feedback into their designs. Speculative design thinking is used to explore future technologies and market trends.

### WHAT KNOWLEDGE & SKILLS WILL I BUILD?

- Learn about design in the industry
- Decide on an end-user to solve a personal, local or global design problem and follow the Double Diamond Design Process
- Learn about the factors that influence design and use design thinking
- Complete a folio; planning your time, materials, safety and construction methods for your design
- Make the product you designed and evaluate it
- Consider sustainability in product design.

### HOW WILL I BE ASSESSED IN THIS SUBJECT?

- Folio of work
- End of year exam
- Manufactured product

### WHAT TYPES OF FURTHER STUDY OR CAREERS COULD THIS SUBJECT LEAD TO?

- Industrial design
- Jeweller
- Interior Architecture
- Engineering
- Furniture Design

### WHAT ELSE DO I NEED TO KNOW?

- Experience from Unit 1+2 Product Design and Technology
- This subject may include a levy of \$150 to cover supplies for the year (subject to change).