

#### resources



## AMPC website



# the team



# industry help



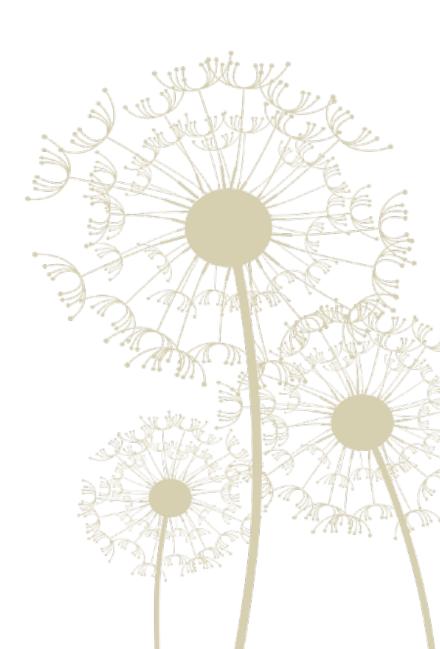
# Australian curriculum

#### Technologies context

Food and fibre production technologies context F-10:

- 2.3 Explore how plants and animals are grown for food, clothing and shelter and how food is selected and prepared for healthy eating
- 4.3 Investigate food and fibre production and food technologies used in modern and traditional societies
- 6.3 Investigate how and why food and fibre are produced in managed environments
- 8.4 Analyse how food and fibre are produced when designing managed environments and how these can become more sustainable
- 10.4 Investigate and make judgments on the ethical and sustainable production and marketing of food and fibre (Optional)





## Australian curriculum

## Design thinking

- underpins learning in Design and Technologies and used in Digital Technologies
- processes and production skills strand reflects the design process:
  - investigating, generating, producing, evaluating, collaborating and managing
- involves strategies to support the design process
  - understanding design needs and opportunities
  - visualising and generating creative and innovative ideas
  - planning
  - analysing and evaluating those ideas that best meet the criteria for success





# Australian curriculum

## Types of designed solutions

#### Product

Design and produce a plant product

#### **Environment**

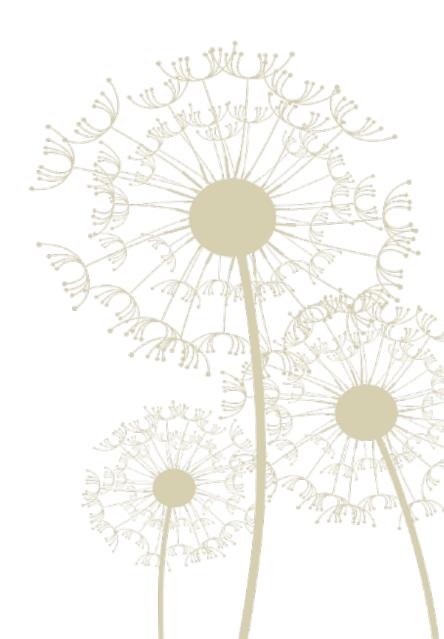
Design and produce a chicken brooder

#### Service

Design and produce a seasonal service to provide vegetables or herbs for families or an organisation

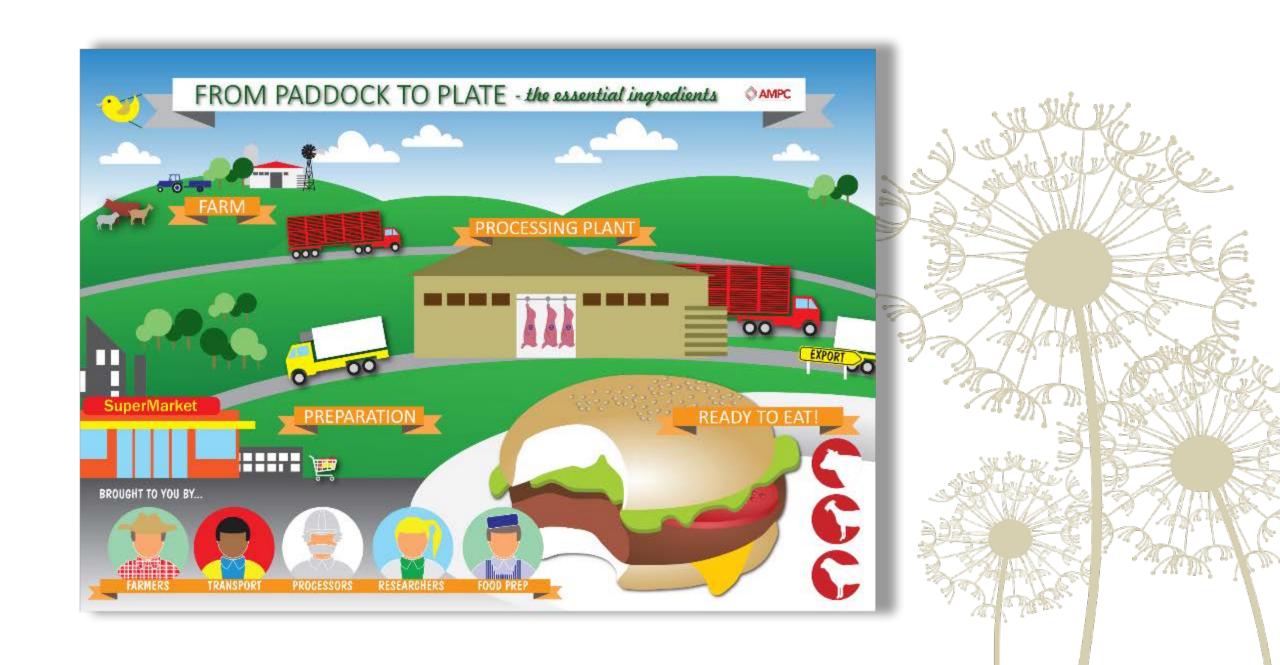






































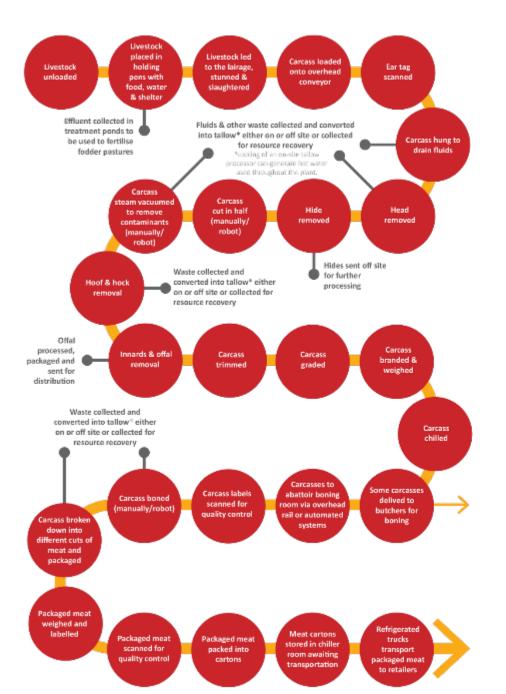










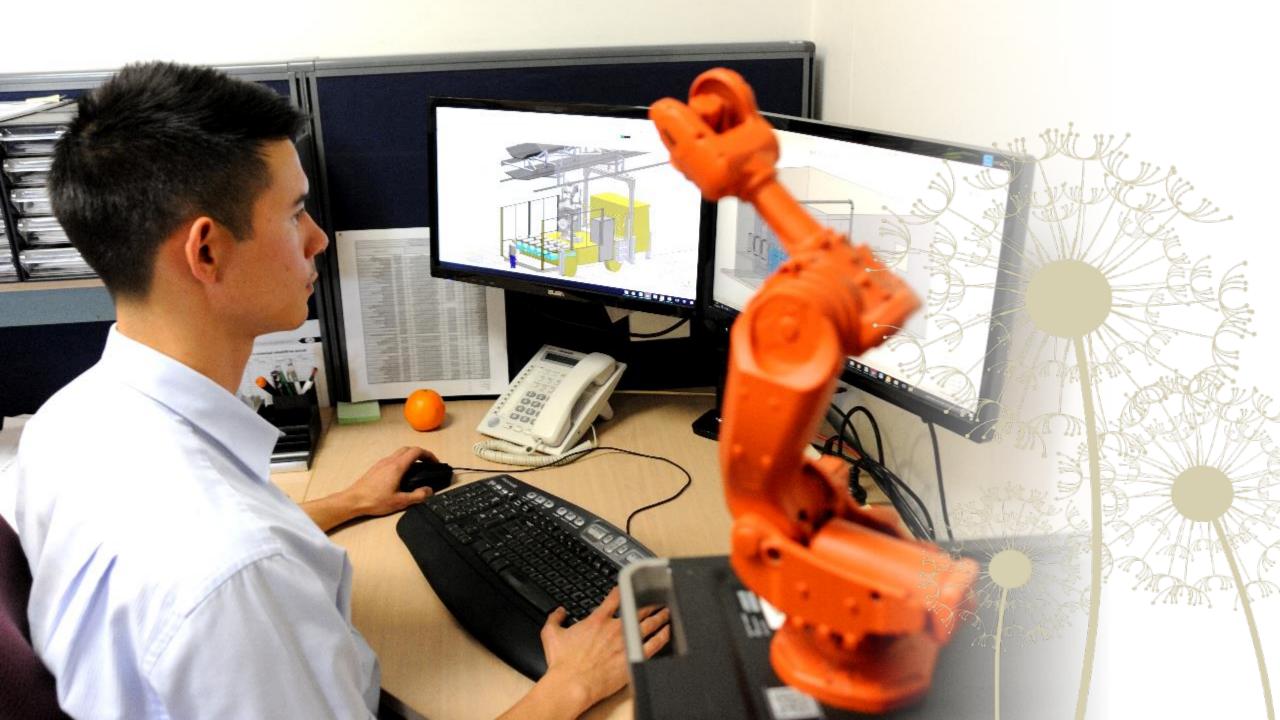






# AMPC careers website







# thank you



http://www.ampc.com.au/resources/school-resources