YEAR 7 - MINI ME

'Our identity within a community allows us to make connections with each other.'

Students will create a CAD (Computer Aided Design) file that represents a part of their personality and perception of 'self' within this large school.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

REFLECTION SKILLS
CONSIDERING THE PROCESS OF LEARNING

COMMUNITY • CONNECTIONS • PERSPECTIVE

FACTUAL QUESTION

What is a community?

CONCEPTUAL QUESTION

How do we perceive ourselves within a community?

DEBATABLE QUESTION

Can you succeed without connecting with others?

IDENTITIES & RELATIONSHIPS

YEAR 7 - RAVING ROBOTS

'In a world increasingly driven by scientific and technical innovation, students need to embrace, collaborate and adapt when necessary in an ever-changing society.'

Students will learn about the potential role of Robotics in the future and to appreciate the pros and cons of such a reality.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

INFORMATION LITERACY SKILLS
PRESENT THE MAIN FINDINGS OF RESEARCH

SYSTEMS • ADAPTATION • COLLABORATION

FACTUAL QUESTION

How can you define a system?

CONCEPTUAL QUESTION

What would be another use for a robotic or automated product in the wider community?

DEBATABLE QUESTION

Is the increasing presence of Robots in our society an aid or a hindrance?

YEAR 8 - GIVE A GIFT

'Discover how community's values are represented in Art & Design.'

Students will create a cushion cover that explores how successful works of art can embody our cultural state in their form and message.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

COMMUNICATION SKILLS
EXCHANGING THOUGHTS, MESSAGES AND
INFORMATION EFFECTIVELY THROUGH INTERACTION

COMMUNICATION • FORM • PERSPECTIVE

FACTUAL QUESTION

How can you define communication?

CONCEPTUAL QUESTION

How does good art inform the design process?

DEBATABLE QUESTION

How successful works of art embody our cultural state in their form and message?

PERSONAL & CULTURAL EXPRESSION

YEAR 8 - GLOBAL ISSUES

'We have a collective responsibility to support raising the awareness of issues faced by global communities.'

Students will learn about the role a designer plays in raising awareness of global issues.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

INFORMATION LITERACY SKILLS FINDING, INTERPRETING, JUDGING AND CREATING INFORMATION

COMMUNITIES • RESOURCES • PERSPECTIVE

FACTUAL QUESTION

What are global communities?

CONCEPTUAL QUESTION

What does it mean to be collectively responsible?

DEBATABLE QUESTION

Is raising awareness successful in enacting change?

FAIRNESS AND DEVELOPMENT

YEAR 9 - MEMOIRS IN MOTION

IDU WITH ENGLISH LANGUAGE AND LITERATURE

'Adaptation of form can communicate universal concepts.'

FACTUAL QUESTION

What is cultural expression?

Students will communicate an adaptation of an idea to an audience in the form of as stop-motion movie.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

TRANSFER SKILLS
USING SKILLS AND KNOWLEDGE ACROSS
DISCIPLINES AND SUBJECT GROUPS

CONCEPTUAL QUESTION

How can communication be enhanced by adaptation and creativity?

DEBATABLE QUESTION

Do creative projects require a formal process to follow?

FORM • ADAPTATION

PERSONAL & CULTURAL EXPRESSION

YEAR 9 - PEWTERFUL

'Communities can connect through different forms of cultural expression.'

Students will explore different forms of culture and specifically the decorative forms a particular culture might use to communicate a sense of belonging

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

CREATIVE THINKING SKILLS
CREATE ORIGINAL WORKS AND IDEAS; USE EXISTING
WORKS AND IDEAS IN NEW WAYS.

FACTUAL QUESTION

What is form?

CONCEPTUAL QUESTION

Can products express culture?

DEBATABLE QUESTION

Is it beneficial that communities connect?

COMMUNITIES • FORM • CONNECTIONS

PERSONAL & CULTURAL EXPRESSION

YEAR 10 - BISS

'Consider how people interact with product and the space they occupy.'

Students will need to develop products that fit the needs of the consumer.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

CRITICAL THINKING SKILLS
PROPOSE AND EVALUATE A VARIETY OF SOLUTIONS

DEVELOPMENT • ADAPTATION • PERSPECTIVE

FACTUAL QUESTION

What are human factors?

CONCEPTUAL QUESTION

How do designers utilise modeling to authentic ideas and designs by testing?

DEBATABLE QUESTION

Does the placement of a product within an environment influence our perception of its use and success

ORIENTATION IN SPACE AND TIME

YEAR 10 - CIRCULAR ECONOMY

'We can explore options to ensure our choices make positive impacts on our communities.'

Students will develop a sustainable product for a particular target market or audience.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

CREATIVE THINKING SKILLS
APPLY EXISTING KNOWLEDGE TO GENERATE NEW
IDEAS, PRODUCTS OR PROCESSES

FACTUAL QUESTION

What is a global community?

CONCEPTUAL QUESTION

Are global communities affected by consumer choices?

DEBATABLE QUESTION

Can consumerism be a positive thing for developing communities?

COMMUNITIES • RESOURCES • CHOICE

GLOBALIZATION AND SUSTAINABILITY

YEAR 10 - COMMUNITY KINSHIP

'Food innovation impacts the environment and builds social connections and relationships.'

Students will explore if food innovations have a positive or negative impact on our environment.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

INFORMATION LITERACY SKILLS FINDING, INTERPRETING, JUDGING AND CREATING INFORMATION

SYSTEMS • INNOVATION

FACTUAL QUESTION

What are the types of agricultural farming for growing fruit & vegetables?

CONCEPTUAL QUESTION

How does modernist cooking techniques and food innovation change in the industry?

DEBATABLE QUESTION

How do we change our relationships with preparing and buying food?

YEAR 10 - MICRO GROW

'By modernization of/innovating old technologies and systems, we can adapt them to become more efficient solutions to meet the changing needs of the real world'

Students will explore innovative technical systems and integrate them into functional real world solutions.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

CREATIVE THINKING SKILLS
APPLY EXISTING KNOWLEDGE TO GENERATE NEW
IDEAS, PRODUCTS OR PROCESSES

SYSTEMS • INNOVATION • MARKETS & TRENDS

FACTUAL QUESTION

What is a system?

CONCEPTUAL QUESTION

Why do we use marketing?

DEBATABLE QUESTION

Considering all the resources used, can technology be used to make food production more sustainable?

YEAR 11 - MAKE IT SELL IT

IDU WITH INDIVIDUALS AND SOCIETIES

'Cooperation between individuals can facilitate innovation and the development of sustainable products for the marketplace.'

The development of innovative products can be enhanced through cooperation. As students generate their product ideas within their groups, they'll be able to refine them through data collected from their potential customers to enhance the finished versions.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

COMMUNICATION SKILLS
USE A VARIETY OF SPEAKING TECHNIQUES TO
COMMUNICATE WITH A VARIETY OF AUDIENCES

DEVELOPMENT • ADAPTATION

FACTUAL QUESTION

What is 'Batch Production'?

CONCEPTUAL QUESTION

How do different forms of cooperation affect the quality and quality of a product?

DEBATABLE QUESTION

What is the best way to find out what a target audience wants in a product?

GLOBALIZATION AND SUSTAINABILITY

YEAR 11 - CELEBRATE MYP

'We develop and adapt innovative products through the application of creative strategies and scientific information.'

Students will develop a solution which demonstrate how humans adapt environments to their needs.

APPROACHES TO LEARNING

SELF MANAGEMENT • COLLABORATION • SELF IMPROVEMENT

SELF MANAGEMENT SKILLS
SELECT AND USE TECHNOLOGY EFFECTIVELY AND
PRODUCTIVELY

FACTUAL QUESTION

What is the study of ergonomics?

CONCEPTUAL QUESTION

How does innovation impact our environments and vice versa?

DEBATABLE QUESTION

Can we ever fully 'optimize' our innovation?

DEVELOPMENT • ERGONOMICS