

DESIGN, CREATIVITY & TECHNOLOGY

AusVELS (DCT domain):

DESIGN, CREATIVITY and TECHNOLOGY

STUDENT DESIGN

AusVELS guideline states “Designing and its application involves planning and organizing production, and evaluating products in a real context.”

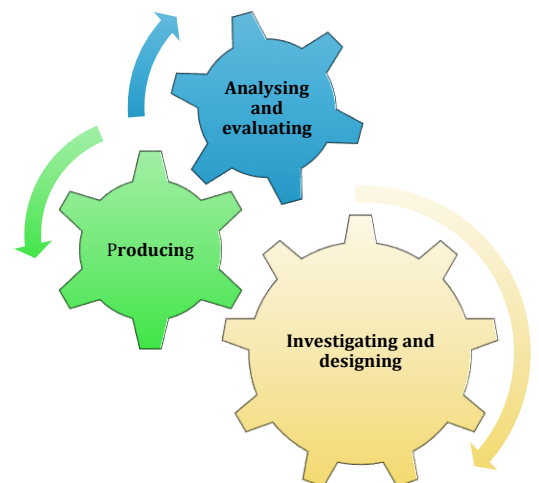
Students that design their own technology projects produce exciting results. Scorpio Technology provides a large range of technology kits. Each kit provides the student the opportunity to design, plan, mark-out, manufacture, assemble and evaluate their project.

The design brief in the Teaching unit certain design constraints. This ensures that the model will work in the way it is designed.

Skills are developed during the different stages of work.

Students may need to go forward or back a step to choose the best solution to improve the design or manufacture of their model.

Check out the extensive Scorpio Technology range on our website www.scorpiontechnology.com.au The website has all the Teaching units and decision charts making it a great resource for ideas and to determine the appropriate kit for your student skill level.



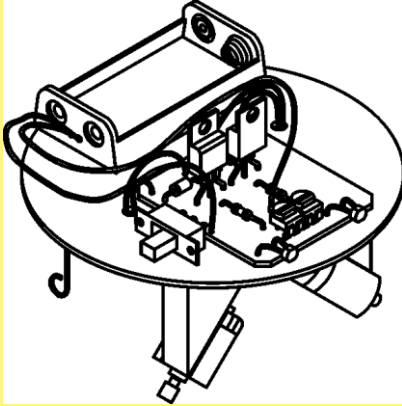
Design
is not just what it
looks like
A N D
feels
like.
- Steve Jobs
Design is
how it **works**.

**“Tell me
and I forget.
Teach me
and I remember.
Involve me
and I learn.”**

BENJAMIN FRANKLIN

**CREATIVITY IS
ALLOWING YOURSELF
TO MAKE MISTAKES.
DESIGN IS KNOWING
WHICH ONES TO KEEP.**

—
Scott Adams

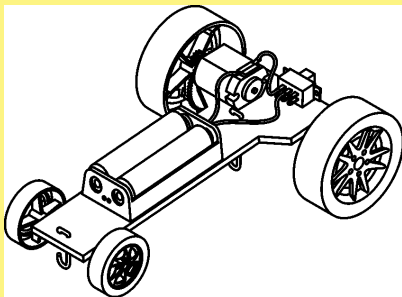


The **Robobug** is a simple device that lends itself to a range of different designs.

The base platform lends itself to designing different shapes.

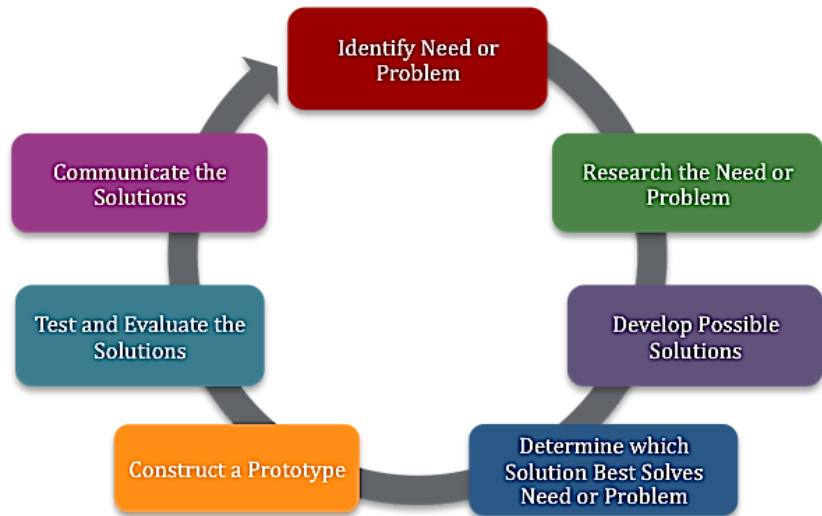
Some students have made exciting models by using a blow-moulder to produce a cover. Other students have cut down PET bottles to make a cover.

If a cover is constructed, it can then be decorated. We have seen many fun examples – monsters, beetles, fantasy characters etc.



The **Dragster** kit is an example of a simple kit that lends itself to exciting designs.

THE DESIGN PROCESS



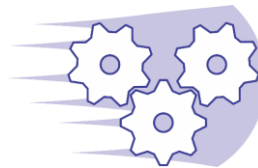
http://sites.psu.edu/designthinkingksk/wp-content/uploads/sites/4630/2013/12/design_flow.png

The design process used in industry is basically the same as that used by students. In fact, our development team use this process to design our range of products.



Have you designed a project that your students enjoy making?

We welcome your projects, ideas and suggestions for new kits. If we decide your project is marketable, we will pay you a royalty for each kit sold. In fact, some of our kits were designed by teachers for their own classrooms.



*Inspirational projects for teaching
Design, Creativity and Technology*



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