



TECHNOLOGY

What is Technology?

The branch of knowledge that deals with the creation and use of technical means and their interrelation with life, society, and the environment, drawing upon such subjects as industrial arts, engineering, applied science, and pure science.

Material Technology

Engineering

Summary: A design and make course where the required unit standards are covered in association with projects undertaken throughout the year. Some assessment is written and some is demonstration of practical skills. At the end of the year projects are taken home.

Pathways:

- Automotive Technician
- Fitter and Turner
- Toolmaker
- Motorcycle Engineer
- Marine Engineer
- Aircraft Engineer
- Composite Engineer
- Mechanical Engineer
- Engineering Machinist
- Fabrication Engineer
- Army Field Engineer

Material Technology Construction

Summary: This is a design and make course, where students learn the basic skills and knowledge of the building trade and Technology. It offers twin pathways to either a trade or academic future with both unit standards and achievement standards being assessed, in association with projects undertaken throughout the year. Some assessment is written and some is demonstrated with practical skills. At the end of the year projects are taken home.

Pathways:

- | | |
|---------------------|----------------------------|
| - Fencer | - Glazier |
| - Sawmill Operator | - Boat Builder |
| - Builder | - Cabinet Maker |
| - Bricklayer | - Teacher |
| - Quantity Surveyor | - Building Control Officer |



Material Technology

Fabrics

Summary: This course is designed to give students practical experiences in working with fabrics. The topics covered enable students to develop their technological knowledge and skills through designing, prototyping, pattern drafting, and planning for and constructing a garment. An interest in fashion, design and garment construction is beneficial.

Pathways:

- Textile process operator
- Upholster
- Clothing Designer
- Pattern Maker
- Textile Designer
- Tailor/Dress maker

Design & Visual COMMUNICATION

Summary: The NCEA programme for DVC (Level 1) comprises the following:
The design process, graphical communication and design, aspects of technological, media and environmental/architectural design.
The design brief approach is used so as to allow students to develop a solution based on their own individual skills, interests, and knowledge. Students will gain knowledge of the principles and elements of design and apply a design process to solve product, system, and environmental design problems. Through this work students will learn about other designers, consider society's needs and environmental concerns, and become more aware of aesthetics and values.

Over the course of the year students will be involved in:


- Examining the requirements of a design brief.
- Researching and selecting information from a variety of sources.
- Developing concepts and ideas through sketching and rendering.
- Building models.
- Testing and evaluating finished work.
- Producing detailed pictorial and scale working drawings
- Clearly presenting the necessary information for a design

Pathways:

- | | |
|---------------------|------------------------|
| - Sign Maker | - Architect |
| - Clothing Designer | - Landscape Architect |
| - Animator | - Architect Technician |
| - Cartoonist | - Map maker |
| | - Illustrator |



Early Childcare



Summary: This course is an introduction to Early Childcare. It focuses on the role of the family in a child's life and develops knowledge on nutritional requirements for children. Time is also spent examining the factors that influence children's food choices and how these impact on their well-being. Practical cookery experiences will be part of the programme.



Pathways:



Hospitality


Summary:

This course is linked to national standards in Hospitality and is set by the Hospitality industry. The packages offered cover key cookery skills using basic foods, and food safety. Each unit is a mix of theory and practical-based learning. The standards offered are industry-based Unit Standards.

Pathways:



Food & Nutrition



Summary: This course focuses on developing skills and knowledge around food and the preparation of nutritious meals. The topics covered include food safety, teenage eating and food labelling. An opportunity to examine other cultures will also be offered. The course involves both written and practical work.



Pathways:



Food Technology & Nutrition

Summary: This course focuses on developing skills and knowledge around food, equipment and the preparation of nutritious meals. The topics covered include food safety, planning food for teenagers and the role of food in the well-being of a teenager. The course involves both written and practical work.

Pathways:

- Kitchen Assistant
- Baker/Chef
- Food Technologist
- Dietitian
- Teacher
- Butcher
- Brewer



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