Industrial Technology Skills focuses on the practices and processes required to manufacture products in a variety of industries but primarily focused on Building, Construction and the Furnishing Industries.

Students understand industry practices; interpret specifications, including technical information and drawings; demonstrate and apply safe, practical production processes with hand/power tools and machinery; communicate using oral, written and graphical modes; organise, calculate and plan production processes; and evaluate the products they create using predefined specifications.

Students develop transferable skills by engaging in manufacturing tasks that relate to business and industry, and that promote adaptable, competent, self-motivated and safe individuals who can work with colleagues to solve problems and complete practical work.

Pathways

A course of study in Industrial Technology Skills can establish a basis for further education and employment in manufacturing industries. Employment opportunities may be found in the industry areas of, building and construction, carpentry and furnishing.

Objectives

By the conclusion of the course of study, students should:

- describe industry practices in manufacturing tasks
- demonstrate fundamental production skills
- interpret drawings and technical information
- analyse manufacturing tasks to organise materials and resources
- select and apply production skills and procedures in manufacturing tasks
- use visual representations and language conventions and features to communicate for particular purposes
- plan and adapt production processes
- create products from specifications
- evaluate industry practices, production processes and products, and make recommendations

Structure

The Industrial Technology Skills course is designed around:
- core topics, which are integrated throughout the course
- elective topics, organised in industry areas, and manufacturing tasks related to the chosen electives.

Core topics	Industry area	Elective topics
• **Industry Practices** • **Production Processes**	Building and construction	• Plastering and painting • Carpentry • Tiling
	Furnishing	• Cabinet-making • Furniture finishing • Furniture-making

We strive for best

Assessment

For Industrial Technology Skills, assessment from Units 3 and 4 is used to determine the student's exit result, and this consists of four instruments, including:

- at least two projects
- at least one practical demonstration (separate to the assessable component of a project).

Project	Practical demonstration
A response to a single task, situation and/or scenario.	A task that assesses the practical application of a specific set of teacher-identified production skills and procedures.

A project consists of a product component and at least one of the following components:
• written: 500–900 words
• spoken: 2½–3½ minutes
• multimodal
  – non-presentation: 8 A4 pages max (or equivalent)
  – presentation: 3–6 minutes
• product: continuous class time.
	Students demonstrate production skills and procedures in class under teacher supervision.

Formative assessments

Unit 1 - FURNISHING		Unit 2 – BUILDING AND CONSTRUCTION	
Formative internal assessment 1 (FIA1): • Project – Product (e.g. **Bar Stool)** • Multimodal Component	25%	Formative internal assessment 3 (FIA3): • Practical Demonstration (**Scaled Tiled Wet Area**)	25%
Formative internal assessment 2 (FIA2): • Project – Product (e.g. **Wall Cabinet**) • Multimodal Component	25%	Formative internal assessment 4 (FIA4): • Project – Product (e.g. **Dog Kennel**) • Multimodal Component	25%

Summative assessments

Unit 3 -BUILDING AND CONSTRUCTION		Unit 4 - FURNISHING	
Summative internal assessment 1 (IA1): • Project – Product (e.g. **model cottage + class project**) • Multimodal Component	25%	Summative internal assessment 3 (IA3): • Project – Product (e.g. **Table**) • Multimodal Component	25%
Summative internal assessment 2 (IA2): • Practical Demonstration (**Interior cladding – wall section**)	25%	Summative internal assessment 4 (IA4): • Project – Product (e.g. **Entertainment unit**) • Multimodal Component	25%