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| **Rubric Guide Template** | | | | |
| Outcomes to be achieved | **Emerging** | **Developing** | **Proficient** | **Advanced** |
| **Describe the purpose of familiar products, services and environments and how they meet a range of present needs** |  |  |  |  |
| **List the features of technologies that influence design decisions and identify how digital systems are used.** |  |  |  |  |
| **Identify needs, opportunities or problems and describe them.** |  |  |  |  |
| **Collect, sort and display familiar data from a range of sources and recognise patterns in data** |  |  |  |  |
| **Record design ideas using techniques including labelled drawings, lists and sequenced instructions.** |  |  |  |  |
| **Design solutions to simple problems using a sequence of steps and decisions.** |  |  |  |  |
| **With guidance, students produce designed solutions for each of the prescribed technologies contexts.** |  |  |  |  |
| **Students evaluate their ideas, information and solutions on the basis of personal preferences and provided criteria including care for the environment.** |  |  |  |  |
| **Students safely create solutions and communicate ideas and information face-to-face and online.** |  |  |  |  |