Technology

Design Technology (T/A)

This course is divided into three streams, Design Environments, Design and Graphics and Design and Emerging technologies.

Some of the key areas of learning include Design processes, Architectural design, Interior design and Product design.

The Design and Graphics computer lab has current industry-based software applications and we have collaborative associations with the Academy of Interactive Entertainment.

Designers play a vital role in shaping the way we live through the design of the products that surround us. Students are given the opportunity to develop a user centred product while considering the social, ethical and environmental responsibilities of designers.

They will explore the way in which design solutions are produced using existing and emerging technologies. Authentic innovation in design can be achieved by combining process thinking with new ideas and existing and emerging technology.

Students will be given the opportunity to develop skills in using the following software products:

- Autodesk Revit (Design Environments)
- Vectorworks (Design Environments, Design & Emerging Technologies)
- Autodesk Fusion 360 (Design & Emerging Technologies)
- Adobe Photoshop (Design & Graphics)
- Adobe Illustrator (Design & Graphics)
- Adobe Indesign (Design & Graphics)

Timber Products (A)

Through designing and making their projects, students acquire the skills to use equipment, machinery and information technologies. They gain knowledge and experience of materials, systems and production processes and how to work independently and collaboratively.

Students study the importance of WH&S in an industry environment, correctly using and identifying basic hand

tools and equipment, understanding the importance of accurate measurements and using measuring tools correctly. They correctly use and identify basic hand tools and machinery in the construction of a simple project.

Hospitality and Food Studies (V/A)

Students can receive a certificate II in Hospitality over a two-year period with our expert Teacher and modern kitchens.

Café culture is a dominant feature of the course and students are given numerous opportunities to demonstrate the skills they have acquired in class. The School holds regular café service and restaurant sittings, which include student designed menus and Industry standard service for functions.

To gain a Certificate I in Hospitality, students need to complete a minimum of two semesters of Hospitality. To gain a Certificate II in Hospitality, students need to study four semesters of Hospitality. Students studying this course are well equipped to pursue a career in hospitality. On successful completion of this course, students will obtain a Certificate I and II in Hospitality and/or a statement of attainment in Kitchen Operations, Certificate III.

We also offer an accredited food package which focusses on domestic cookery and safe work practices. This course places emphasis on the practical aspects of food preparation and related areas. In line with increased job opportunities in the hospitality and tourism industry and other sectors, the course provides experience in cookery skills and techniques, menu patterns and planning, food service, and cultural and social variations in food preparation and consumption.

Information Technology (T/V/A)

The Information Technology course of study gives students the opportunity to specialise in an area or choose a mix of units to graduate with a Major that gives them the ideal set of skills to take into their future.

Course streams and units may be blended in ANY configuration to suit the student's interests and they are able to graduate with either a Minor, Major, Major-Minor or Double Major in Information Technology.

Students have the opportunity to develop their skills in:

- Programming
- Engineering
- Digital Technologies
- Networking and Cyber Security

Students are encouraged to pursue excellence in their area of specialty and to demonstrate their skills in challenges and competitions.

In Accredited Digital Technologies, students gain competencies that lead to the VET award of a Certificate II in Applied Digital Technologies that could complement further studies at CIT or work. This can include the option of undertaking Structured Workplace Learning (SWL) or engagement in an Australian School Based Apprenticeship (ASBA).

Teamwork, investigative problem solving and delivering presentations together with traditional academic skills are explicitly taught in all streams. Students will use current technology and industry standard software in all of their classes and will be well placed for further study or work.

Metal Products (A)

This course teaches students the manipulative and physical skills relating to the Metals and Engineering industry. The emphasis is on practical work including instructions in safe workshop practice and tool selection.

Students are given the opportunity to develop skills both through completing set tasks and design-based projects.

Students are introduced to the principles of WH&S in the work environment and carry out routine welding using the Oxy/Acetylene and MIG (Gas Metal Arc Welding - GMAW) welders, looking at the selection of machines and tools to carry out mechanical cutting and performing engineering measurements.

Students will apply quality systems to perform welding techniques. Students will also work within specifications relevant to the tasks and perform problem solving exercises on the specification.

Textiles and Fashion (T/A)

Textiles and Fashion Design are broad and evolving areas in society.

It is a multi-disciplinary study of the innovative use of materials which includes fibres and fabrics, that students manipulate to create garments, wearable art, furnishing or decorations.

Students study the influence of society, culture, industry and design utilising materials whilst exploring environmental sustainability in addition to local, national and global ethics and social justice issues.

Textiles and Fashion encompasses the latest or most admired styles, shapes and forms in clothing and interiors; it is constantly evolving. In these courses, students will have opportunities to develop their creative potential through the medium of fashion and textiles design technology.

Previous experience in sewing garments and using machinery is desirable but not essential.

Tourism and Event Management (T/A)

List of Units
These units are taught at Tertiary and Accredited levels.

Tourism and Event Industries

Students develop understanding of tourism and event management industries locally, nationally, and globally. They examine the nature, scope, scale and impacts of tourism and event management industries. Students investigate the operations of contemporary tourism and events enterprises, including business, technology, innovation, and customer service skills.

Places and Products

Students develop understanding of local, national and global, destinations, events and products. They analyse the interaction between social, cultural, economic, and environmental factors and the tourism and events industries, *and how they have changed over time. Students* use research skills to analyse and compare tourism and events products and services and select suitable tourism and events products to provide advice to clients. They examine marketing strategies that manipulate customer preferences about places and products. Students undertake business planning to establish a tourism or event venture and they engage in budgeting and costing, and marketing.

Trends, Issues and Challenges

Students examine contemporary trends, issues, challenges, and opportunities facing the tourism and events industries. They investigate factors contributing to growth or decline in popularity of places, products, and events, and examine changes in consumer demands and expectations. Students apply knowledge and problem-solving skills to analyse the changes that occur over time to develop understanding of current and future challenges and opportunities. They assess the challenges and opportunities offered by cultural, social, and historical factors, and develop understanding of the importance of working within and across cultures, including indigenous communities.

Managing Events and Tourism

Students investigate tourism and event operations and management and implement their own tourism or event operation. They consider the role of tourism policy, government organisations and legislation in regulating tourism and event management, including Workplace Health and Safety compliance.