Technology education integrates both procedural and conceptual knowledge based on a holistic view of design. Students identify needs that have personal relevance, apply design theory and use design processes that encourage flexibility, resourcefulness and imagination in the development, communication and production of quality solutions.

Thinking skills are developed experientially through the Technology (Mandatory) course as students design and make. The use of reflective, flexible and creative thinking skills are encouraged to build understanding of underlying principles that can be transferred to different project settings and applications. Study in technology develops skills in enterprise and initiative. Through practical experience it leads students to develop, select and apply technological skills involved in designing and producing. This includes processes of analysing, planning, producing, evaluating and maintaining the material and information needs of our society. Technology (Mandatory) builds on Science and Technology K–6 and is the foundation course in Secondary education that provides broad experience in a range of contexts that can be further explored in Technology elective courses in Stage 5 and 6.

The capacity to solve problems and generate ideas through the use of new conceptual approaches, models, drawings and information and communication technologies, and the ability to develop, produce and implement quality solutions are keys to technological competence. These know-why and know-how capabilities often distinguish leading companies, innovators and regions from their competitors.