The strands, Critiquing, Designing and Making reflect the processes of thinking and doing that constitute any technology eg agriculture, architecture, information and communication technologies, electronics, engineering, food, genetics, robotics, textiles and viticulture.

The teachers developing these ideas have used big ideas or themes as starting points to reflect the key points below:

- The three strands and related key ideas are interdependent and none of them is predominant.
- The four phases of any creating technology are included, ie the intention at the outset, the design, the manufacture and the consequences.
- The key ideas interrelate to support and develop rich understandings, the skills and dispositions that are embodied in the Essential Learnings, Equity Cross-curriculum perspectives, Enterprise and Vocational Education.
- A quality design and technology education weaves them into dynamic and holistic learning experiences for all students.

When reading an Insites topic consider all of the activities within all of the strands/key ideas and develop the connections and ideas between them.

The following Design and Technology learning activities are not meant to be prescriptive. They describe starting points for further learning opportunities. The learning experiences described reflect an analysis of the Key Ideas and build towards achieving the related learning Outcomes.