Design and Applied Technology

[Applicable to the 2028 HKDSE Examination and onwards]

Technology Education Section
Curriculum Support Division
Education Bureau

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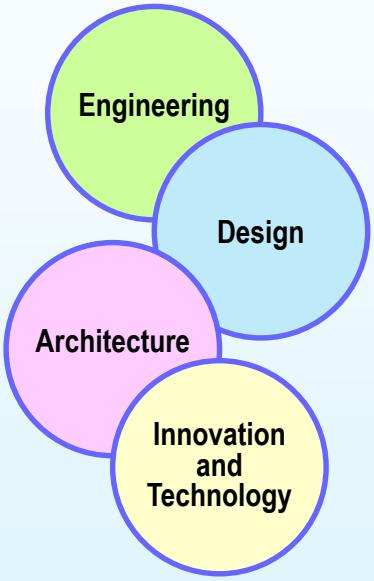
Curriculum Aims

To provide students with fundamental knowledge and skills in technology and design, and to cultivate them the attributes of innovation and entrepreneurship necessary to face the rapid social, economic and technological changes in a knowledge-based economy.

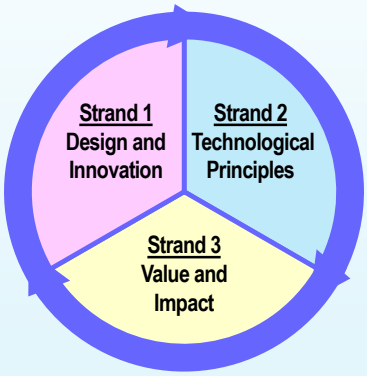
The broad aims of the curriculum are to enable students to:

- become independent thinkers and **innovative problem-solvers**;
- develop **practical skills and knowledge** in technology and design;
- identify needs, wants and opportunities for improving the quality of living, and develop design and technological responses as well as **entrepreneurship**, accordingly; and
- become discriminating, informed and **responsible users of products**, and develop their awareness of the interplay between technology and aesthetic, enterprise, social, cultural and ethical issues.

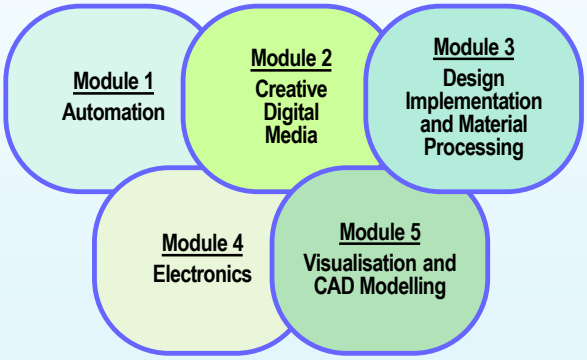


Curriculum Framework

The DAT curriculum comprises **compulsory and elective parts**. Students are required to study the **compulsory part** plus **two optional modules** in the elective part.



COMPULSORY PART (about 50% lesson time)

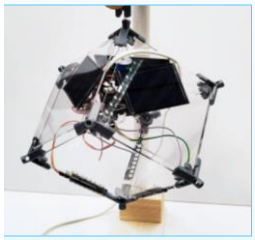


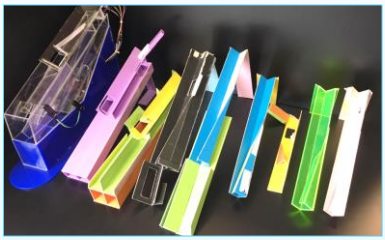
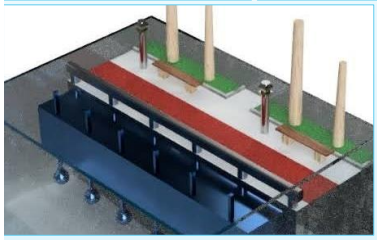
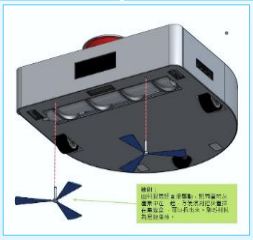
ELECTIVE PART (about 50% lesson time)
(Choose any TWO MODULES)

Assessment Mode

Component	Part	Weighting	Duration
Public Examination	**Paper 1** Compulsory Part	30%	2 hours
	Paper 2 Elective Part Choose **any two** of the following five modules： 2A: Automation 2B: Creative Digital Media 2C: Design Implementation and Material Processing 2D: Electronics 2E: Visualisation and CAD Modelling	30%	2 hours
School-based Assessment (SBA)	**Design Project**	40%	

School-based Assessment in DAT: SBA Design Project




Apply the technological knowledge they learnt in real life contexts

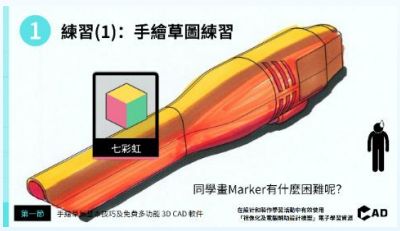
Examples of SBA Design Project :

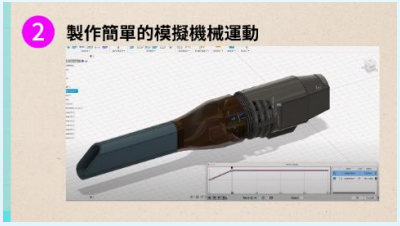
- **Automatic coins sorting and counting machine**
- **Pet feeder**
- **Wave power generation system**
- **Outdoor play equipment**
- **Home fitness device for the elderly**
- **Automatic cleaning robot**
- **Student-defined Topics**

More information: Exhibition and Resources of DAT SBA Design Projects
(https://www.edb.gov.hk/en/te/dat-sba)

Examples for Learning and Teaching Resources

The learning of DAT is fun and inspiring. Teachers will flexibly use different learning and teaching resources to design classroom activities according to students' abilities and needs to promote effective learning. *(EDB Learning and Teaching Resources website: https://www.edb.gov.hk/en/techsubj/resources)*





Reference

- Curriculum and Assessment Guide of Design and Applied Technology (Secondary 4 - 6)
  https://www.edb.gov.hk/attachment/en/curriculum-development/kla/technology-edu/curriculum-doc/DAT_CAGuide_e_2015.pdf

- **For enquiries, please contact respective subject teacher(s) or class teacher(s) at school**

Thank you