



DESIGN AND TECHNOLOGY FC



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TEACHING THROUGH PRACTICAL / DESIGN WORK

COACH

SUSTAINABILITY AND ENVIRONMENTAL ISSUES

SQUAD MEMBERS

12 SMART AND MODERN MATERIALS

13 PRACTICAL PNEUMATICS and HYDRAULICS

15 ITERATIVE DESIGN CYCLE, DESIGN GENERATION

14 COMPUTER SIMULATION, MODELLING AND TESTING

14 EVALUATIVE SKILLS, CLIENT TESTING

16 MATERIALS THEORY AND KNOWLEDGE

TROPHIES, HONOURS AND CHAMPIONSHIPS



RELEVANCE TO BUSINESS, INDUSTRY AND UNIVERSITY, CHALLENGE CUP WINNERS



BEST PRACTICAL SUBJECT, INTERNATIONAL CUP



PREMIER LEAGUE OF SUBJECTS - TITLE WINNERS



BEING PREPARED FOR EMPLOYMENT AND A CAREER, CUP COMPETITION



MOST INTERESTING SUBJECT, KNOCKOUT COMPETITION



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