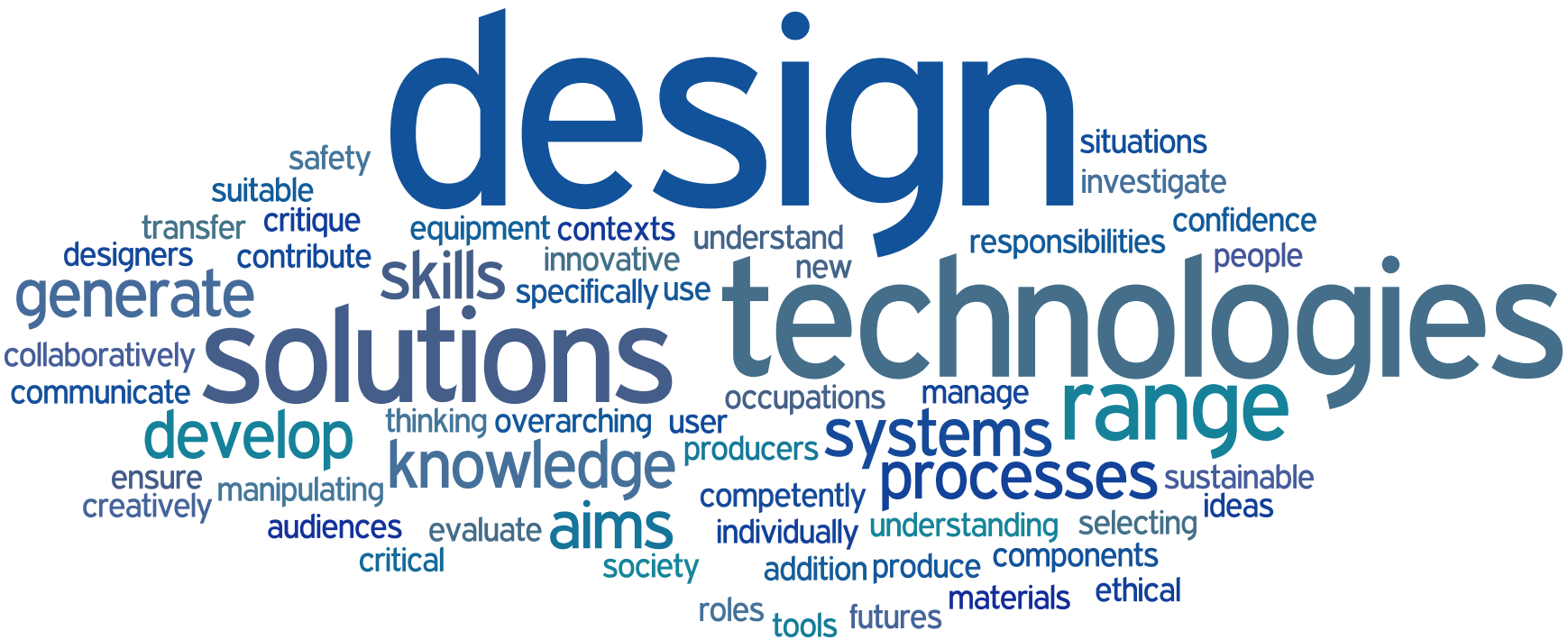
design
technologies
solutions
generate
skills
range
develop
knowledge
processes
systems
aims
safety
suitable
transfer
critique
equipment
contexts
understand
situations
investigate
confidence
responsibilities
people
designers
contribute
innovative
new
specifically
use
collaboratively
communicate
occupations
manage
thinking
overarching
user
producers
ensure
creatively
manipulating
competently
sustainable
ideas
audiences
evaluate
individually
understanding
selecting
critical
society
addition
produce
components
materials
ethical
roles
tools
futures

Design Technologies Aim