A TENZ Overview of Digital Technologies Strand of Technology Curriculum

In December 2017 the revised Technology curriculum was released.

The most noticeable was the strengthening of the positioning of digital technologies in the NZC, and Hangarau Matihiko.

Two completely new Technological Areas have been created;

- Computational Thinking (CT, thinking like a computer), and
- Designing and Developing Digital Outcomes (DDDO, creating digital outcomes for people).

These sit alongside Designing and Developing Materials Outcomes (DDMO, resistant and textiles materials), Designing and Developing Processed Outcomes (DDPO, foods, agri-tech, bio-tech) and Design and Visual Communication (DVC, using visual communication to conceptualise and develop design ideas in response to a brief).

The two new digital areas contain progress outcomes that describe the significant learning steps that students take as they develop their expertise. The existing three areas use Achievement Objectives to describe significant learning steps.

1. the **location** of the learning, "in authentic contexts".
2. the process to guide the **thinking**, "using an iterative process" (the technological/design thinking process as supported by the eight components of Technology further info here)
3. Who the outcome is for, "taking into account of end-users".

When considering curriculum design, implementation and integration, the technological areas require educators to:

- embed first within the Technology curriculum,
- use the 8 components of technology,
- use the 3 strands of technology,
- and use the NZC vision, values and principles.

Further details can be found in the Technology Online webinar: Introducing the learning progressions for digital technologies webinar.

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By term 1 2020 it is expected that all schools throughout NZ will have begun the process of implementing the new content Digital Technologies and Hangarau Matihiko curricula.

The following are some links to help you move to full implementation.

- The NZ Curriculum online- Technology

  http://nzcurriculum.tki.org.nz/The-New-Zealand-Curriculum/Technology

- Enabling e-Learning/ teaching

  Home page for lots on info and links related to the new digital technologies curriculum

  http://elearning.tki.org.nz/Teaching/Curriculum-areas/Digital-Technologies-in-the-curriculum

- Hangarau matihiko

  http://hangaraumatihiko.tki.org.nz/

- Support for the digital technologies curriculum

  http://technology.tki.org.nz/Technology-in-the-NZC/Digital-technologies-curriculum-support

- Student, parent and digital curriculum information for businesses

  (See handouts in Māori, English, Chinese, Hindi, Samoan, Tagalog and Tongan)

  http://education.govt.nz/ministry-of-education/specific-initiatives/equipping-students-with-skills-for-digital-tchnologies-and-hangarau-matihiko-learning/

- Digital citizenship- explanation, examples and resources

  http://elearning.tki.org.nz/Teaching/Digital-citizenship

- Digital literacy & digital fluency-explanation, examples and resources

  http://elearning.tki.org.nz/Teaching/Digital-fluency

- Understanding Computational thinking

  http://elearning.tki.org.nz/Teaching/Curriculum-areas/Digital-Technologies-in-the-curriculum#js-tabcontainer-1-tab-2

- Useful links

  http://elearning.tki.org.nz/Teaching/Curriculum-areas/Digital-Technologies-in-the-curriculum#js-tabcontainer-1-tab-3

- Webinars to explain the new digital technologies curriculum

  http://technology.tki.org.nz/Teacher-education/Technology-Online-webinar-recordings