

Queen Margaret College
Year 12 Digital Technology Programme 2019
Level 7 of the New Zealand Curriculum

Standard Number	Achievement Standard Title	Credits	Internal/ External	Proposed assessment date ⁽³⁾
AS 91892, 2.3	Use advanced techniques to develop a database	4	Internal	28 June 2019
AS 91893, 2.4	Use advanced techniques to develop a digital media outcome	4	Internal	28 June 2019
AS 91355, 2.2	Select and use planning tools to manage the development of an outcome	4	Internal	18 October 2019
AS 91896, 2.7	Use advanced programming techniques to develop a computer program	6	Internal	18 October 2019
AS 91358, 2.5	Demonstrate understanding of how technological modelling supports risk management.	4	External	24 October 2019

Course details

After an introduction to the course, the first unit requires students to create either an interactive learning resource, or a HTML/CSS coded website for a selected client. Students will develop a concept and refine their technical skills in the Adobe creative suite to create a functioning final outcome. Throughout the creation process, students will evaluate the modelling of their final outcome and their own ability to manage risk.

Course Information:

- This is a year-long knowledge and practical skills based course.
- Students will develop their skills in the Adobe Creative Suite or HTML/CSS coding, depending on their client project choice
- Two topics will be assessed by five Achievement Standards, each with Achieved, Merit or Excellence components. All contributing towards Level 2 National Certificate of Educational Achievement (NCEA).
- To reach the final summative assessment for each achievement standard, students are required to submit work for two formative assessments, as a digital hand in on the class external hard drive, and on the Student drive.
- Students in this course are invited to purchase the Adobe Creative Cloud suite for approx. \$32. This gives them a one-year subscription to industry standard software such as Adobe Photoshop, Illustrator, InDesign, and After Effects. This will be installed at school and charged to students' school accounts (not required if already purchased for Photography, Design or Media Studies).
- Students in this course are also encouraged to purchase a Code Avengers account for \$10. This gives them a one-year subscription to a series of programming tutorials aligned with the relevant NZQA standards. This account will be accessible both at school and remotely.
- There may be planned trips / visiting speakers throughout the year which are necessary to develop knowledge for some assessment tasks in the unit topics. You will be notified of any costs associated with any trips or speakers (eg: travel, entry fees). Costs incurred will be charged to your school account.

Homework expectations

Your daughter should be learning at home for a total of at least 15 hours per week, across all subjects.

To achieve at a high level in this subject, students are expected to complete some homework during the week. Homework might include:

- Researching background information on topics
- Software/skills practice
- Catching up with work not completed during class time.
- Carrying out individual project - written, research or digital design tasks.
- Attending lunchtime workshops to complete any project work or to access extra help with project work.