Queen Margaret College
Year 13 Digital Technology Programme 2019
Level 8 of the New Zealand Curriculum

Standard Number	Achievement Standard Title	Credits	Internal/ External	Proposed assessment date
AS 91903, 3.4	Use complex techniques to develop a digital media outcome	4	Internal	29 June
AS 91907, 3.8	Use complex processes to develop a digital technologies outcome	6	Internal	29 June
AS 91902, 3.3*	Use complex techniques to develop a database	4	Internal	18 October
AS 91906, 3.7*	Develop a complex computer program for a specified task	6	Internal	18 October
AS 91612, 3.5	Demonstrate understanding of how technological modelling supports technological development and implementation	4	External	24 October
	Students select either of these standards depending on prior learning	*18 or 20		

Course details

The course is a continuation and extension of the skills covered in Level Two, with an emphasis on independent and self-directed learning for a client project. There are five assessment tasks in this project, for a total of 18 or 20 NCEA credits for the year. The first topic involves developing and creating a website using HTML and CSS to promote a good cause of the student's choosing. Students then choose between either developing a computer program or a database to carry out a specific task. The external component of the course is comprised of a written report, to critically evaluate the impact of technological modelling on the finished digital media outcome.

Course Information

- This is a year-long knowledge and skills-based course.
- The course centres around a client project assessed by four achievement standards, each with Achieved, Merit or Excellence components. All contributing towards Level 3 National Certificate of Educational Achievement (NCEA).
- All internally assessed work is required to be handed in during class time on the due date.
- To reach the final summative assessment for each achievement standard students are required to submit work for two formative assessments.
- 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.
- Students who opt to enter Scholarship in Technology will be required to scan and colour print approx. 70 pages from their project diary to accompany their Scholarship report submission as required evidence of own practice. Colour photocopy or printing costs are the responsibility of the student.
- 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:

Students 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
- Software practice
- Completion of project 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.