

Curriculum Goals:

To enable students to develop design and technology skills for the Arts, Design and Digital Technology fields to prepare them for further study and/or employment in any of these fields, and to make these decisions with a sound understanding of the skills and attributes needed to work in digital technology and design.

This course is practical and experiential. Students will develop and practice their skills in NMIT's Arts and Digital Technology department.

Delivery:

This course is delivered over one day per week. It is designed to extend skills gained in Arts, Design and IT Trades Academy programmes. The programme will be delivered in 9 week modules between Arts and Design and Digital Technology. It may also complement a Gateway or other school-based programme designed to prepare students for industry.

Vocational Pathway: Design and Digital Technology

Learner Goals and Outcomes: On completion of this course, the student will be able to:

1. Use the main features and functions of a presentation application for a purpose.
2. Produce digital images for a range of digital media.
3. Use the main features of an HTML editor to create a website/web-based app.
4. Develop ideas in a related series of drawings appropriate to established printmaking practice.
5. Produce art work and demonstrate skills appropriate to a visual arts cultural context.
6. Use advanced techniques to develop a digital media outcome.
7. Implement complex procedures to produce a specified digital media outcome.

| Achievement and Unit Standards | | | | |
|--------------------------------|---|-------|-----------|---------|
| Unit No | Title | Level | Credits | Version |
| 29771 | Use the main features and functions of a presentation application for a purpose. | 2 | 2 | 1 |
| 29773 | Produce digital images for a range of digital media. | 2 | 3 | 1 |
| 29776 | Use the main features of an HTML editor to create a website. | 2 | 4 | 1 |
| 91318 | Develop ideas in a related series of drawings appropriate to established printmaking practice. | 2 | 4 | 2 |
| 91460 | Produce a resolved work that demonstrates purposeful control of skills appropriate to a visual arts cultural context. | 3 | 4 | 2 |
| 91893 | Use advanced techniques to develop a digital media outcome | 2 | 4 | 1 |
| 91635 | Implement complex procedures to produce a specified digital media outcome | 3 | 4 | 4 |
| Total NZQF Credits | | | 25 | |

Shading: Not compulsory

Vocational Pathways: SR = Sector Related; R = recommended

To receive a Vocational Pathways Award, students must gain NCEA Level 2. Within the 80 credits required to achieve NCEA Level 2, 60 of these Level 2 credits must be from the recommended standards in one or more pathways, including 20 Level 2 credits from Sector Related standards.

| Methods of Assessment | Requirement for Successful Completion: |
|---|--|
| Assessment will include: | To successfully complete the course, the student must: |
| <ol style="list-style-type: none"> 1. portfolio preparation 2. oral presentations 3. practical activities & assignments 4. written assessment | Meet all learning outcomes for this course by successfully completing all assessment requirements. |