

Curriculum Goals:

To enable students to develop design and technology skills for the Arts, Design and Digital Technology field to prepare them for further study and/or employment in either 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:

- Develop ideas in a related series of drawings appropriate to established printmaking practice.
- Use drawing conventions to develop work in more than one field of practice.
- Produce and demonstrate skills for visual arts in a cultural context – may include: gothic, punk, cult of cute, emo, technophile); lowbrow art; ethnic art (Māori, Samoan, Chinese); protest art; feminist art; domestic craft
- Create simple command sequences in a procedural computer language.
- Use simple command sequences to achieve a specified outcome.
- Plan a simple computer program to meet the specifications of a set brief and create draft code
- Evaluate the program against the brief for fitness for purpose.
- Prepare to create a software-controlled device built from components.
- Assemble components for, program and test the software-controlled device.
- Create, edit and integrate media types to develop a software program.
- Implement complex procedures to produce a specified digital media outcome.

Achievement and Unit Standards					
Unit No	Title	Level	Credits	Version	SR/R
18741	Create a computer program to provide a solution	3	6	6	
29779	Create and test a software-controlled device built from components	2	3	1	
91318	Develop ideas in a related series of drawings appropriate to established printmaking practice.	2	4		
91460	Produce a resolved work that demonstrates purposeful control of skills appropriate to a visual arts cultural context.	3	4		
91370	Implement advanced procedures to produce a specified digital media outcome	2	4		
91635	Implement complex procedures to produce a specified digital media outcome	3	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 Assessment will include:	Requirement for Successful Completion: To successfully complete the course, the student must:
<ol style="list-style-type: none">1. practical demonstrations2. oral presentations3. practical activities4. written assessment	Meet all learning outcomes for this course by successfully completing all assessment requirements.