

Achievement Standard

Subject Reference	Digital Technologies 1.4		
Title	Design a digital technologies outcome		
Level	1	Credits	5
		Assessment	External
Subfield	Technology		
Domain	Digital Technologies		
Status	Approved	Status date	September 2024
Planned review date	December 2028	Date version published	December 2024

Purpose Statement

Students are able to design a digital technologies outcome.

Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none">Design a digital technologies outcome	<ul style="list-style-type: none">Refine a design for a digital technologies outcome	<ul style="list-style-type: none">Evaluate a design for a digital technologies outcome

Explanatory Notes

- 1Design a digital technologies outcome involves:
 - describing a need or opportunity, potential user(s), and requirements
 - generating design ideas for the proposed digital technologies outcome
 - describing how the completed design addresses the need or opportunity and meets the identified requirements.
- Refine a design for a digital technologies outcome involves:
 - using feedback to make improvements to the design throughout the design process
 - explaining how design decisions made during the design process improve the quality of the proposed digital technologies outcome.
- Evaluate a design for a digital technologies outcome involves:
 - justifying how decisions made during the design process contribute to the completed design's fitness for purpose.

- As part of the evidence provided, students must include discussion of manaakitanga or kaitiakitanga in relation to the design outcome or the design process.
- A *design* communicates how a completed outcome would look and/or function. The design may be communicated using a range of methods.

Examples of methods include:

- sketches and diagrams
- mock-ups and models
- annotations and descriptions.

Design ideas can relate to aspects of the design, either independently, or in relation to other design ideas.

Examples include:

- visual elements such as colour schemes or layout
- functional elements such as interactivity
- technical elements such as data attributes, code structure, or component configuration.

Design decisions are deliberate choices made in relation to an aspect of the design.

- For the purpose of this achievement standard, a design demonstrating *fitness for purpose* is one that addresses the requirements and specifications and considers the potential users and context.
- Refer to the NCEA [glossary](#) for Māori, Pacific, and further subject-specific terms and concepts.
- This achievement standard is derived from the Technology Learning Area at Level 6 of *The New Zealand Curriculum*: Learning Media, Ministry of Education, 2007.

Replacement Information

This achievement standard and AS92004-AS92006 replaced AS91877-AS91887.

Quality Assurance

- Schools and institutions must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.
- Schools and institutions with consent to assess must engage with the moderation system that applies to those achievement standards.

Consent and Moderation Requirements (CMR) reference 0233
