

Achievement Standard

Subject Reference	Digital Technologies 1.2		
Title	Develop a design for a digital outcome		
Level	1	Credits	3
		Assessment	Internal
Subfield	Technology		
Domain	Digital Technologies		
Status	Registered	Status date	23 November 2017
Planned review date	31 December 2020	Date version published	23 November 2017

This achievement standard involves developing a design for a digital outcome.

Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none"> Develop a design for a digital outcome. 	<ul style="list-style-type: none"> Develop an informed design for a digital outcome. 	<ul style="list-style-type: none"> Develop an effective design for a digital outcome.

Explanatory Notes

- 1 This achievement standard is derived from Level 6 of the Technology learning area in *The New Zealand Curriculum*, Learning Media, Ministry of Education, 2007; and is related to the material in the *Teaching and Learning Guide for Technology*, Ministry of Education at <http://seniorsecondary.tki.org.nz>.

Further information can be found at <http://www.technology.tki.org.nz/>.

Appropriate reference information is available in *Safety and Technology Education: A Guidance Manual for New Zealand Schools*, Ministry of Education at <http://technology.tki.org.nz/Technology-in-the-NZC/Safety-in-Technology-Education-revised-2017>, and the Health and Safety at Work Act 2015.

This standard is also derived from *Te Marautanga o Aotearoa*. For details of *Te Marautanga o Aotearoa* outcomes to which this standard relates, see the [Papa Whakaako](#) for the relevant learning area.

- 2 *Develop a design for a digital outcome* involves:
- defining the purpose and end users for the digital outcome
 - researching and generating a range of design ideas
 - selecting a chosen design, and describing the appropriateness of that chosen design

- describing relevant implications.

Develop an informed design for a digital outcome involves:

- using feedback to improve the design
- explaining how the design meets relevant implications.

Develop an effective design for a digital outcome involves justifying, with evidence, that the chosen design is suitable for the purpose and end users.

3 Examples of relevant implications include:

- social
- cultural
- legal
- ethical
- intellectual property
- privacy
- accessibility
- usability
- functionality
- aesthetics
- end-user considerations
- health and safety.

4 A *digital outcome* is a product that is developed using a digital device/s.

5 Conditions of Assessment related to this achievement standard can be found at <http://ncea.tki.org.nz/Resources-for-Internally-Assessed-Achievement-Standards>.

Quality Assurance

- 1 Providers and Industry Training Organisations must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.
- 2 Organisations with consent to assess and Industry Training Organisations assessing against achievement standards must engage with the moderation system that applies to those achievement standards.

Consent and Moderation Requirements (CMR) reference

0233