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**	December 2023		
Planned review date	December 2028	**Date version published**	December 2023		

Purpose Statement

Students are able to design a digital technologies outcome.

Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
• Design a digital technologies outcome	• Refine a design for a digital technologies outcome	• Evaluate a design for a digital technologies outcome

Explanatory Notes

1 *Design 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 selected 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 selected design's fitness for purpose.

2 As part of the evidence provided, students must include discussion of manaakitanga or kaitiakitanga in relation to the design outcome or the design process.

3 The *design* communicates how the completed outcome would look and/or function. The design may be communicated using a range of methods, for example: sketches, mock-ups, models, annotations, descriptions, diagrams, schemas.

Design ideas can relate to aspects of the design, either independently, or in relation to other design ideas. Examples could include visual elements such as colour schemes or layout, functional elements such as interactivity, or 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. Decisions can be based on a range of inputs, for example: feedback, research, consideration of manaakitanga or kaitiakitanga, or consideration of design principles or usability principles.

4 In Digital Technologies, a design demonstrating *fitness for purpose* is one that addresses the requirements and specifications and considers the potential users and context.

5 Refer to the NCEA glossary for Māori, Pacific, and further subject-specific terms and concepts.

6 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

1 Schools and institutions must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.

2 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
