

Field **Core Generic**

Rollover and revision of *Work and Study Skills* unit standards

Subfield	Domain	ID
Core Generic	Work and Study Skills	26622 - 26627

The NZQA National Qualifications Services (NQS) has completed the rollover and revision of the unit standards listed above.

Date new versions published

January 2026

Planned review date

31 December 2028

Summary

The standards were rollover over and revised as part of their scheduled maintenance cycle. All providers with consent to assess and other key stakeholders were informed. Relevant stakeholder feedback has confirmed that these standards are still fit for purpose. There was no change to classification, title, performance criteria, level, credits and impact on consent to moderation requirements (CMR).

Main changes

- Standard 26623, guidance information six, was a duplicate and removed. See guidance information three – *competence can be demonstrated orally, visually, or in a written form*.
- The external hyperlink to Ako Aotearoa for the *Learning Progressions for Adult Literacy and Numeracy* has been removed from all the above unit standards. The current external host will maintain these resources until the end of 2026, after which they will migrate to a new host. Access to the resources will continue to be available through NZQA assessment resources for Literacy and Numeracy unit standards 26622 – 26627.
- Guidance information for all of the above unit standards, now have a direct link to the assessment resources and clarifications of the standards.
- The planned review date was extended from 31 December 2025 to 31 December 2028.

Detailed list of unit standards – classification, title, level, and credits

Core Generic > Core Generic > Work and Study Skills

ID	Title	Level	Credit
26622	Write to communicate ideas for a purpose and audience	1	4
26623	Use number to solve problems	1	4
26624	Read texts with understanding	1	3
26625	Actively participate in spoken interactions	1	3
26626	Interpret statistical information for a purpose	1	3
26627	Use measurement to solve problems	1	3