

DigiAwards and the Digital Technologies and Hangarau Matihiko curriculum

Technology in The New Zealand Curriculum

In the Technology learning area of The New Zealand Curriculum, the two new technological areas are:

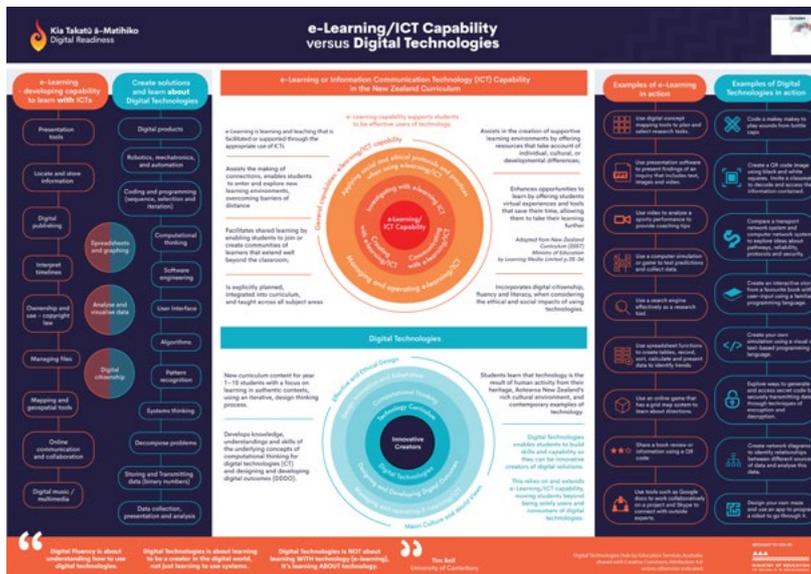
Computational thinking for digital technologies

Students will develop an understanding of computer science principles that underlie all digital technologies. They'll learn core programming concepts so that they can become creators of digital technology, not just users.

Designing and developing digital outcomes

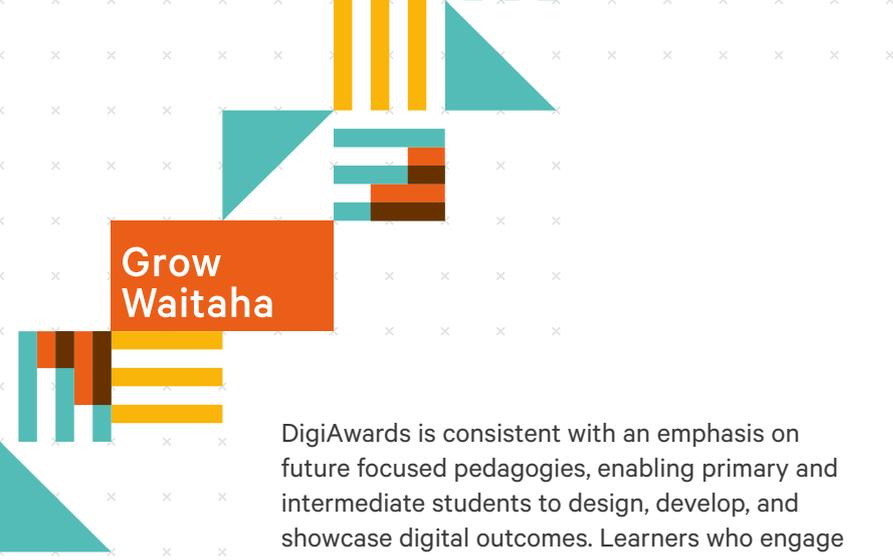
Students will learn how to design quality, fit-for-purpose digital solutions.

The infographic below, from [Kia Takatū ā Matihiko \(Digital Readiness\)](#), highlights the differences between e-Learning and digital technologies and unpacks the desired outcomes of the revised Technology learning area. The content ringed in blue makes sense of the new technological areas and offers examples of digital technologies in action.



[View large version of infographic](#)

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DigiAwards is consistent with an emphasis on future focused pedagogies, enabling primary and intermediate students to design, develop, and showcase digital outcomes. Learners who engage with DigiAwards will move from learning WITH technology to learning ABOUT technology, meeting the intent of the revised National Curriculum.

DigiAwards also supports learning around the design and visual communication technological area in The New Zealand Curriculum. Students who create entries for DigiAwards learn to apply design thinking as they develop ideas and respond to a brief.

The three strands of the technology learning area in the New Zealand Curriculum – Technological Practice, Technological Knowledge, and Nature of Technology – can all be explored through DigiAwards projects.

Te Marautanga o Aotearoa

In the Hangarau Wāhanga Ako, there are two new tupuranga (learning areas):

Te Whakaaro Rorohiko

(Computational thinking) — Express problems, formulate solutions and solve them using algorithms, programme and data representation in te reo Māori.

Tangata me te Rorohiko

(People and computers) — Design and develop digital outcomes to improve the lives of whānau, iwi, hapū and the environment.

These new tupuranga support rangatahi to learn to become skilled creators, rather than just consumers, of digital innovations and inventions.

Supporting resources

Kia Takatū ā-Matihiko | Digital Readiness

Kia Takatū ā-Matihiko - the National Digital Readiness programme has been developed to ensure teachers and kaiako are ready to implement the new digital technologies content.

Technology in the New Zealand Curriculum

Find out more about technology and the two new digital focused technological areas in The New Zealand Curriculum.

Digital technologies curriculum support

Technology Online offers a range of information, professional learning opportunities, resources, case studies, and innovative ideas around the revised technology learning area.

Digital technologies spotlight

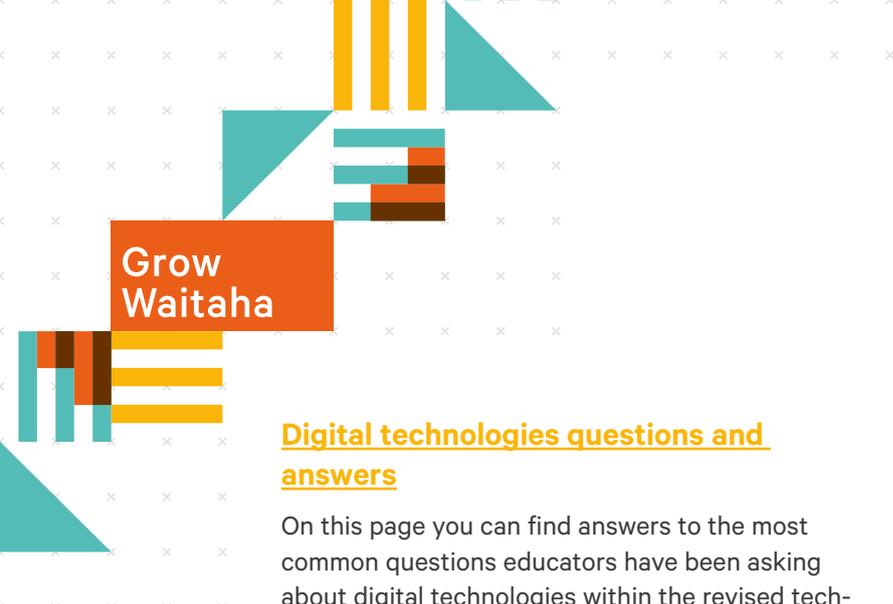
This spotlight from New Zealand Curriculum Online explores the revised technology learning area, helping you understand the changes and support available. Find short videos, group activities, and opportunities for personal reflection.

Digital technologies and the national curriculum

This section of Enabling eLearning provides information, teaching ideas, and links to stories, resources, and professional learning opportunities around the revised technology learning area.



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[Digital technologies questions and answers](#)

On this page you can find answers to the most common questions educators have been asking about digital technologies within the revised technology learning area.

[Horizons and Connect School programmes](#)

These programmes at Tūranga provide learning experiences in a technology-rich environment.

[Fab Lab Christchurch](#)

Thursday Fab Lab workshops are designed to develop competence in a particular Fab Lab skill.

Instructional series – Connected

The following issues of Connected focus on computational thinking for digital technologies and designing and developing digital outcomes.

[Connected 2018 Level 2 - Step By Step](#)

[Connected 2018 Level 3 - Cracking the Code](#)

[Connected 2018 Level 4 - Digital Space](#)



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