

Digital Technology

LEVEL 1

Credits: 16 - 22

Leads onto: Level 2 Digital Technology

Course of Study

This Level 1 course will include learning in the following Digital Technology areas and will cater for students with a wide range of knowledge and skills.

Within TED100 two options are available:

- NCEA Level 1 Achievement Standards (Subject endorsement available).
- Introductory Level 1 Unit Standards which may count towards the National Certificate in Computing.

DIGITAL INFORMATION

The fundamental concepts of common software applications such as a word processor, spreadsheet, database, and desktop publishing. Includes: appropriate document layout, formatting techniques and file management.

DIGITAL MEDIA

Understand the purpose of digital media tools may include but not restricted to: video production, audio production, layout and design, graphics and images manipulation, web development and design. Be able to create and publish a quality digital media product using appropriate media tools.

PROGRAMMING and COMPUTER SCIENCE

Understand the concepts of Computer Science and Software Development. Be able to: construct a plan for a basic computer program to solve a specific task, construct a basic program for a specific task.

Assessment will include both internal and external Achievement Standards and Unit Standards.

Cost: \$15 for consumables and printing

Teacher Contact: Mr Sawtell/Mrs Buckner

Digital Technology

LEVEL 2

Credits: 18 - 24

Leads onto: Level 3 Digital Technology

Course of Study

This Level 2 course will include learning in the following Digital Technology areas and will cater for students with a wide range of knowledge and skills.

Within TED200 two options are available:

- NCEA Level 2 Achievement Standards (Subject endorsement available).
- Level 2 Unit Standards which may count towards the National Certificate in Computing.

DIGITAL INFORMATION

- Be able to understand how data organisation tools and systems are integrated to manage complex information.
- Be able to understand data organisation and management to design and construct systems for a specific purpose.

DIGITAL MEDIA

- Understand characteristics of digital media types and explain what they can be used for.
- Understand the importance of effective and appropriate file management procedures.
- Be able to use digital tools and techniques appropriate to the medium to create and publish a quality media project.

PROGRAMMING and COMPUTER SCIENCE

Demonstrate an understanding of fundamental concepts across Computer Science and Software Engineering.

Be able to understand and select data structures, design program structures for a program to meet specified requirements, and evaluate user interfaces.

Assessment will include both internal and external Achievement Standards and Unit Standards.

Cost: \$15 for consumables and printing

Teacher Contact: Mr Sawtell/Mrs Buckner

Digital Technology

LEVEL 3

Credits: 16 - 20 credits

Leads onto: University or Polytechnic

Course of Study

This Level 3 course will include learning in the following Digital Technology areas and will cater for students with a wide range of knowledge and skills.

DIGITAL INFORMATION

— Design and construct complex spreadsheets and Databases to solve an organisation's problems.

PRINT DESIGN

— Options include: image creation and manipulation using software such as Photoshop, document design and layout using software such as InDesign.

WEB DESIGN

— Be able to integrate multiple digital media types to publish a quality web site for an organisations use.

Assessment will be by Unit Standards.

Cost: \$15 for consumables and printing

Teacher Contact: Mr Sawtell