Digital Technologies &
Hangarau Matihiko

What **parents** & **whānau, community** & **iwi** need to know

Strengthening the New Zealand Curriculum & Te Marautanga o Aotearoa from 2018

DIGITAL TECHNOLOGIES ARE TRANSFORMING HOW WE LIVE – SHAPING OUR HOMES AND OUR WORKPLACES, AND CHANGING THE WAY THAT WE INTERACT WITH EACH OTHER AND LIVE OUR EVERYDAY LIVES.

Technology is changing fast and our education system is growing and adapting with it. We are changing how we equip our children and young people to participate, create, and thrive in this fast-evolving digital world.

What is the new Digital Technologies & Hangarau Matihiko curriculum content about?

The new content is about teaching our tamariki and young people how digital technologies work, and how they can use that knowledge to solve problems.

Once this new content has been introduced, our kids won't just be using devices like computers and smart phones. The changed curriculum will mean that schools and kura will be teaching our young people the computer science principles that all digital technologies are built on and how to develop their own digital solutions.

Your child will benefit from having these future thinking skills.

Digital Technologies & Hangarau Matihiko curriculum content implementation timeline:

New content will be published into the National Curriculum.

In term 1 2018 the curriculum content will be introduced.

In term 1 2020, it will be expected that schools will be teaching the new content.

2017   **2018**   **2019**   **2020**

What will change for my child?

The inclusion of digital technologies learning will be introduced to all students from Year 1 to Year 13. Students will be able to specialise in this area from Year 11 to Year 13. NCEA Level 1 achievement standards will be available for use from 2018. Levels 2 and 3 will be made available from 2019.

Many teachers and kaiako, schools, kura and Kāhui Ako are already making digital technologies learning part of their teaching programmes. This change ensures that all students get these experiences, to prepare them for a world where digital skills are increasingly valuable to the economy and wider society.

Introducing Progress Outcomes

To ensure that our learners have rich learning experiences in Digital Technologies the curriculum must provide clear and accessible expectations for what students will learn.

Progress Outcomes clearly describe the significant steps learners take as they progress in Digital Technologies from school entry to the end of Year 13.

For example, when learning about programming, Progress Outcomes identify that students start learning these skills first through giving simple instructions. Later Progress Outcomes describe how this learning increases over time. As a students' learning progresses, they would then display the skills needed to develop software of program robots.

How can you be involved?

Support your child to learn all that they can about the new digital technologies content. Help your children understand that digital technologies gives them the tools; but they still need to know how to work together, communicate, lead, make ethical decisions and plan in order to succeed.

We encourage you to speak with your school or kura, or Board of Trustees about their plans on integrating the Digital Technologies & Hangarau Matihiko curriculum content into their teaching and learning programmes.

Find out more and make contact:

@   **digi.tech@education.govt.nz**

🖥   **education.govt.nz/digitech**

🐦   **@EducationGovtNZ**

f   **www.facebook.com/ EducationGovtNZ/**

MINISTRY OF EDUCATION
TE TĀHUHU O TE MĀTAURANGA

education.govt.nz

New Zealand Government