

Digital Technologies Hangarau Matihiko

What **parents, family, whānau & 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 needs to grow and adapt 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 Digital Technologies & Hangarau Matihiko (DT & HM)?

Digital Technologies & Hangarau Matihiko is about teaching our tamariki and children how technology works, and how they can use that knowledge to solve problems.

Once this new curriculum is introduced, our kids won't just be using devices like computers and smart phones. The changed curriculum will mean that schools will be teaching our young people the computer science principles that all digital technologies are built on.

Your child will benefit from having these future thinking skills.

Timeline: DT & HM curriculum content, from consultation to implementation



What will change for my child?

All students from year 1 to year 13 (ages 5 to 18 roughly) will have the opportunity to learn DT & HM. Students will be able to specialise from year 11 to year 13. We are starting with NCEA Level 1 achievement standards, which will be available for use from 2018. Levels 2 and 3 will be made available from 2019.

Many teachers, 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 Technology

To ensure that our learners have rich learning experiences in Digital Technologies, *The New Zealand Curriculum* must provide clear, 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 looking at programming (in the Digital Technologies), progress outcomes identify that students start by learning to program simple instructions in-person (such as stepping out a set of actions on the floor). Later progress outcomes describe how this learning progresses over time, for example students can develop software or program robots.

How can you be involved?

Support your child to learn all that they can about Digital Technologies & Hangarau Matihiko. Help your children understand that technology gives them the tools; but they still need to know how to work together, communicate, lead, 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 into their teaching and learning programmes.

Find out more and make contact:

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