92005 - 1.2 - Kaitiakitanga - 5 Credits - V1 - 2024

What to do

You will develop a digital technologies outcome that will reflect or promote kaitiakitanga.

Example outcomes could be:

- a pest control solution
- a water quality management system or tool
- a game which promotes sustainable practice
- a physical creation (developed digitally) that promotes kaitiakitanga
- an environmental advisory webpage.

After you have decided what to create, you will need to:

- describe the purpose of your outcome. How does it reflect or promote kaitiakitanga?
- describe the users. Who is the audience? What do the people who will use your outcome need?
- describe the requirements and specifications. Requirements are things you need to do, while specifications are short, specific statements that are measurable — you should be able to tick them off. What does your digital technology's outcome need to have, be, or do in order to achieve its purpose? How does it reflect or promote kaitiakitanga? What does your digital technologies outcome need to have, be, or do in order to work best for the people it is intended for?

Once you have described these and recorded them, you might like to make a plan to help you in developing your outcome. You can then proceed with the development:

- Think about and choose the most appropriate tools or techniques to use to create your outcome. You must keep evidence of which ones you used.
- Ensure you follow conventions for the tools or techniques that are relevant to the outcome you are developing.
- Use your knowledge of the relevant tools and techniques to ensure you apply them in the best way you can.
- Test your outcome throughout the development process and use that information to make improvements during the development process.
- Trial your outcome with other people, including potential end user(s), and use that information to make improvements. You will need to keep evidence of this.
- Your outcome, designed to reflect or promote kaitiakitanga, needs to be fit for purpose. That means it meets the requirements and specifications that you have described, considers the potential users and context, and performs as intended. You will need to show this in your outcome or in your additional evidence.

How to present your learning

At the end of this task, you will need to hand in your outcome and evidence to your teacher for marking. You will also need to show that you have done the following:

- described the purpose, users, requirements, and specifications for your outcome
- tested your outcome yourself throughout the development process, trialled it with other people, and made improvements to it based on the information you gathered
- made an outcome which promotes kaitiakitanga and is fit for purpose.

Evidence for these could take the form of:

- annotated screenshots
- audio or video recordings, or screencasts
- planning boards
- testing documentation (such as testing tables)
- images
- descriptions of what you have done and why.
- Besides your outcome, any evidence you hand in should be no more than five A4 pages or no more than 3 minutes of video or audio. Talk with your teacher if you would like to present your evidence in another way.

Timeframe

Your teacher will let you know when this is due. You will have approximately 4 weeks to develop your outcome for this assessment.

Getting started

Kaitiakitanga can be thought of as guardianship. It is about taking care of the world around us. Our ability to survive and thrive is deeply connected to our natural environment, so it's important that we take care of it — land, flora and fauna, air, oceans, and forests. Digital technologies can help us to gather information about our environment, improve processes to sustain it, and connect with people to increase our knowledge around this issue.

Here are some questions to help you get started with your Assessment Activity:

- Who could you talk to about issues relating to kaitiakitanga?
- What social or natural environments do you feel connected to?
- Can you identify a problem that affects you or your wider community that encompasses kaitiakitanga?
- What kinds of issues could you address using your digital technologies skills?
- Make a plan of what you want to develop, including as much detail as you need to be able to complete the task.

Student resources

Te Ara is an excellent starting point for understanding the concept of kaitiakitanga:
[Kaitiakitanga — guardianship and conservation — Te Ara Encyclopedia of New Zealand](#)

	Achievement	Achievement with Merit	Achievement with Excellence
Achievement criteria	Develop a digital technologies outcome	Refine a digital technologies outcome	Enhance a digital technologies outcome
Teacher judgements	The student is able to: • describe the purpose, potential users, requirements, and specifications of the outcome • use tools or techniques appropriate to the digital technologies domain they have chosen to produce an outcome that addresses the requirements and specifications • test the outcome for basic functionality.	The student is able to: • follow conventions relevant to the tools or techniques of the digital technologies domain • make improvements to the outcome's fitness for purpose during the development process as a result of testing.	The student is able to: • apply tools or techniques optimally in the production of a fit-for-purpose outcome • trial the outcome with others • use information from trialling to improve the fitness for purpose of the outcome.
For example (description of possible student response to this activity)	The student has: • provided a summary of the proposed outcome and described how the outcome will reflect or promote kaitiakitanga, who the audience/potential users of the outcome are, and the outcome's requirements and specifications • produced a digital outcome that addresses the requirements and specifications and reflects or promotes kaitiakitanga. The	The student has: • followed conventions that are relevant to the tools or techniques of the digital technologies domain and demonstrated how they have been followed. *For example, the student has run their HTML and CSS through a markup validator.* • provided documentation of ongoing testing of the outcome to reflect or promote kaitiakitanga at	The student has: • applied domain techniques optimally to create a fit-for-purpose outcome. *Examples may include:* • *HTML code is validated* • *HTML text follows heading hierarchy* • *HTML structural elements used to organise page content well* • *CSS is externally linked* • *multiple selectors used in CSS*

outcome should be broadly functional but may include errors. *For example, the student has produced a multi-page website that reflects or promotes kaitiakitanga .* ● used appropriate tools or techniques of their chosen domain. *For example, a website built with a text editor like Notepad++ to code HTML and CSS. HTML includes text features, images, and links. Layout and style of pages are formatted using CSS.* ● documented testing that shows the outcome is broadly functional and works as intended. Minor errors may be present. ● produced a final outcome that is suitable for purpose and potential users, and addresses the requirements.	several stages throughout the development process, identifying things that can be improved, then how improvements have been made to address these points. *For example, the student has used versioning to show outcome and testing milestones and changes. This could be handled manually or using software like Git. Website testing could include size and position of images, consistency of layout across pages, legibility of text, different browsers, and window sizes.* ● produced a final outcome which displays without any obvious errors.	● *CSS shorthand may be used* ● *design principles employed well to enhance the story* ● *code is well commented* ● *external media is appropriately sized.* ● provided evidence of trialling the outcome to reflect or promote kaitiakitanga with others and recorded the results of trialling ● provided evidence showing that information gained through trialling has led to several improvements in the outcome's fitness for purpose. *For example: trialling has revealed that users find navigation on the website is not clear, so the student has adjusted navigation accordingly.*

Overall level of achievement will be based on a holistic examination of the evidence provided
against the criteria in the Achievement Standard.