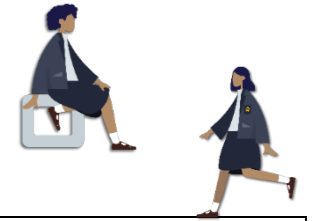




Year 10 Creative Technology – Responsive Programme for Learning 2024

Kaua e rangiruatia te hāpai o te hoe; e kore tō tātou waka e ū ki uta.

Don't paddle out of unison; our canoe will never reach the shore.



Rangi Values	How will ākonga demonstrate these values in Yr 10 Digitech?	Rangi Graduate Dispositions	How will ākonga demonstrate these values in Yr 10 Digitech?	Culturally Empowering Pedagogy	Priority Learners	Literacy Foci/Numeracy Foci
Respect/Whakaute	By giving other students a fair opportunity to learn at their own speed and in a space that suits them. By listening, being compassionate and understanding other people's viewpoints and experiences.	Be You	By building their confidence through understanding and practice, and then stamping their own take on their learning.	<p>Intercultural Understanding: Learners will develop an understanding of the cultures of their peers and how those cultures can inform and enrich their use of digital technology. They will learn to appreciate the diversity of cultural perspectives and practices and how they can contribute to the development of innovative solutions.</p> <p>Multicultural Collaboration: Learners will work collaboratively with peers from different cultures to develop digital technology solutions that reflect their shared values and aspirations. They will learn to communicate effectively and respectfully across cultures and to adapt their approaches to meet the needs of diverse audiences.</p> <p>Cross-Cultural Creativity: Learners will develop their creativity by drawing on diverse cultural influences to develop innovative solutions that reflect the cultural diversity of their peers. They will learn to integrate cultural themes, motifs, and designs into their digital technology projects.</p>	<p>Throughout the Yr10 learning programme, the differentiated needs of learners will be met by:</p> <p>Providing multiple ways of accessing information, using a variety of instructional strategies.</p> <p>Scaffolding initial tasks to establish pathways to be followed.</p> <p>Providing ongoing feedback, encouragement and support to help learners stay on track and achieve their goals.</p>	<p>Our literacy learning goals throughout the Yr10 learning programme are: To understand the vocabulary being used, both communicative and technical as appropriate for the area of learning.</p> <p>We will achieve this progress by: Verbal checks of understanding with the teacher, and with classmates.</p>
Aroha	By encouraging other students, being kind, developing empathy By helping other students when and if the opportunity arises.	Belong	By communicating with other students and sharing their learning.			
Enthusiasm & Endeavour Rikarika & Ngana	By applying themselves fully throughout each task. By seeking advice, effective communication, managing themselves and their devices, and being a being resilient and flexible learner. By being positive, curious about the world and its people, being open- minded to new ideas and activities.	Be The Change	By having the courage (built through confidence), to try new skills and ways of learning.			
Generosity of Spirit Manaakitanga	By sharing their learned knowledge with other students, and helping them when asked. By responding positively to challenges and new situations.	Be Your Best	By pushing themselves beyond their expectations and those of the teacher.			
Integrity/Tika	By working to the best of their ability, at a speed suitable for their effective learning, and being honest about any challenges they might be having. By always presenting your own work, showing resilience, and persevering when things get tough, standing strong to your values and beliefs.					

Understand/ Kia Mārama	Know/ kia mōhio	Do/kia mahi
Students will understand WHY they are undertaking the learning in any unit of work.	Students will know WHAT skills/thinking will be required in any unit of work.	Students will apply themselves to putting into practice the skills and thinking being introduced.

Learning Focus/Whainga	Learning Activities / Mahi
Website Development	<ul style="list-style-type: none"> Understanding of Web Development Fundamentals: Learners will develop an understanding of web development fundamentals, including the role of HTML and CSS in creating and styling web pages. Proficiency in HTML and CSS: Learners will develop proficiency in using HTML and CSS to create and style web pages. They will learn how to use HTML tags and attributes to structure content, and how to use CSS to control the layout, typography, and visual design of web pages.
Game Design	<ul style="list-style-type: none"> Understanding Game Design Principles: Learners will develop an understanding of game design principles and how to apply them to create engaging and playable games. They will learn about game mechanics, player motivation, game balance, and other design elements that contribute to a successful game. Proficiency in Game Development Tools: Learners will develop proficiency in using GameFroot to create games. They will learn how to use the visual drag-and-drop interface to design game levels, create game assets, and add interactivity to their games. They will also learn how to use the built-in game physics engine and other tools to create realistic game behaviour.
3D Modelling and Printing	<ul style="list-style-type: none"> Understanding of 3D Modelling Fundamentals: Learners will develop an understanding of the fundamentals of 3D modelling, how to create and manipulate basic shapes, and how to use tools to create more complex models. Proficiency in TinkerCAD: Learners will develop proficiency in using TinkerCAD to create 3D models. They will learn how to use the software's various tools and features to design and customize models. They will also learn how to work with different shapes, use alignment and grouping tools, and add details and textures to their models. Application of 3D Modelling and Printing Concepts: Learners will apply 3D modelling and printing concepts to create and print their own 3D designs. They will learn about the importance of design considerations such as size, shape, and support structures, and how to troubleshoot common printing problems.
App Development	<ul style="list-style-type: none"> Understanding of App Development Fundamentals: Learners will develop an understanding of the fundamentals of app development, including the role of programming languages and app development software. They will learn about the basic building blocks of mobile apps, including user interfaces, data storage, and programming logic. Proficiency in AppInventor: Learners will develop proficiency in using AppInventor to create functional and user-friendly mobile apps. They will learn how to use the software's drag-and-drop interface to design and build user interfaces, and how to use blocks to program app functionality. They will also learn about the importance of testing and debugging their apps. Application of App Development Concepts: Learners will apply app development concepts to create their own mobile apps. They will learn how to use AppInventor to create apps that solve real-world problems or provide entertainment value, and how to incorporate features such as data storage, social media integration, and multimedia elements.
Creative Projects	<ul style="list-style-type: none"> Encouraging Creativity and Self-Expression: Learners will be encouraged to tap into their creativity and express themselves through the projects they choose. By providing a range of project options, learners will have the opportunity to explore their interests and passions and to create projects that reflect their unique personalities and perspectives. Fostering Independence and Self-Directed Learning: Learners will be encouraged to take ownership of their learning to complete their chosen projects. They will learn to manage their time effectively, to set goals and monitor their progress, and to seek feedback and support as needed.