

One day PLD

Kanohi ki te kanohi | Face to face

Join NZGTTA and DTTA to spend the day exploring pathways from Years 7 to 13 for Technology Education, plus new learnings to support the refinement of Teaching and Learning Programs for NCEA Level 1 subjects. Practical, hands on workshops designed to enable discussions about what the knowledge and learning could look like at each level.

Save the dates for this regional PLD opportunity.

Whangārei Girls High School

Sunday 25th May from 9:00am to 4:30pm

DTTA Workshops

Andrew Churches

AI framework

Join Andrew Churches for this workshop discussing and exploring the AI framework developed alongside Chris Cormack, Kai Tahu, Kāti Māmoe, who guided us step by step to support schools in integrating artificial intelligence into teaching and learning.

It was created through a wānanga with representatives from: NZGTTA, Catalyst IT, Apple, Google, Microsoft, Ministry of Education, University of Canterbury, St John's College, Levin Intermediate School, Hillcrest High School, Teacher Development Aotearoa, AUT, Queen Margaret College, AcademyEx, IRCAI Fellow, Westlake Girls High School, Massey University.

This framework provides a structured approach to understanding AI, its applications, and how it can be used effectively in education.

There are also a wide variety of tools to support all stakeholders in education. In this presentation, DTTA will present the journey and framework and invite insights, feedback, and discussion. This is an opportunity to shape the future of AI in schools, ensuring the framework and tools to meet the diverse needs of teachers and learners across Aotearoa.

Samuel O'Sullivan

HCI

An interactive workshop unpacking the key content and expectations of AS92006 in the NCEA Digital Technologies curriculum. This session will provide a practical dive into Nielsen's Heuristics for User Interface Design, explore how to integrate mātaḡpono Māori into the design process meaningfully, and showcase resources available through Techquity to support student learning. We'll also break down the exam structure, offering insights and strategies to help your students succeed. Ideal for teachers looking to deepen their

understanding, gather resources, and confidently support their learners through this standard.

Samuel O'Sullivan

Godot

This hands-on workshop is your entry point into Godot, the free and open-source game engine that's taking classrooms by storm. We'll explore the core tools and workflows in Godot, from 2D scene building to scripting with GDScript. Whether you're brand new or looking to sharpen your skills, you'll leave with practical knowledge you can apply straight away—and a game prototype to build on! Perfect for educators and creators wanting to bring real-world game development into the classroom.

Toni Maddaford

**Managing Project-Based Learning in Years 11–13 Without
Being an Expert in Every Area of Digital Technologies**

In this workshop, we will explore how to effectively manage project-based learning across Years 11, 12, and 13, even when you're not a specialist in all areas of Digital Technologies. We'll break down the key concepts of "design" and "development of an outcome" to clarify expectations for both teachers and students. The session will also look at how this programme of learning flows into the level 2 and 3 external assessments (91899 and 91909), offering practical advice, resources, and examples to help you guide students towards success across a wide range of project types.

Steve Dunford

Senior Programming (Y12-13)

Project-Based-Learning

Working with your students to have them develop a large-scale web application / database-backed website, across 2 terms, for 14 credits (media, db and programming) using Flask, Python, HTML, CSS, maybe some JS, and SQLite