Digital Technologies 1.2

Internal Assessment Resource

Achievement Standard 92005 version 3

Develop a digital technologies outcome

5 credits

Checkpoints:

Monday 30 March, Term 1 2025

Final Due Date:

Thursday 8 May, Term 2 2024

Achievement standard: 92005
Standard title: Develop a digital outcome.
Level: 1
Credits: 5

Introduction

You will identify a purpose. What problem, need, or opportunity that affects other people can you address by using creative thinking to develop a website?

Technology is about intervention by design. That means using resources to solve problems, meet challenges, or explore new opportunities. You will have a chance to think outside the box when planning what your outcome will look like and what it will do.

Remember, you are developing this outcome for a user or users. You will need to make sure you keep them in mind at every step of your development process. Ask yourself "How will this work for my users?"

Once you know what you want to make, and why, you will need to do the following:

- describe the **purpose** of your outcome. What problem, need, or opportunity is it trying to address?
- describe the **users**. Who is the audience? What do the people who will use your outcome need?
- describe the **requirements** and **specifications** . These are short, specific statements that are measurable — you should be able to tick them off. What does your website need to have or do in order to achieve its purpose? How does it address the problem, need, or opportunity you have described and work best for the people it is intended for?

Once you have decided on these and recorded them, you can start developing your outcome.

- 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 more than once 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 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 completed 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 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.

You must put all relevant files and documentation in a .ZIP file with your name on it. Upload and TURN IN on Google Classroom.

Getting Started

Think about the development skills you have learned and what problems you could solve with them. Here are a few ideas on scenarios that could use some help.

Make a plan of what you want to develop, including as much detail as you need to be able to complete the task.

Scenario	Possible users
Course Showcase A website showcasing student work from certain subjects such as Art or Hospitality.	**Y10 students looking for subject selections. Parents, Guardians and Community members interested in what the College Does**
Activity/Hobby Showcase A website with details on particular hobbies or groups around Katikati.	**People who want to get into new activities that will need more information on what would be involved.**
Revision Websites for Numeracy or Literacy Helpful for students or parents to get more information or content for practice.	**Year 10, Year 11 students. Teaching staff that wants to know what type of problems students could see.**
Teacher Introductory Pages. Teachers must send emails introducing themselves to all their classes. This means Parents are often receiving 6 emails for each child at the college. A teacher could have a specific page or website that have details on their courses.	**Teaching Staff.** **Parents and Students.**
School Club/Activities Overview With Play Your Part not happening in 2024, there is no place to promote or find out what clubs are happening. If we have web page(s) outlining what are available, it can give students a better idea. **Specific Club Pages**	**Any student, staff or members involve in the community.** **Example:** **Mr Chuang runs Esports and it would be nice to have a singular website on the games that are offered and what the league looks like. Such as what Esports is all about at KKC.**

Some clubs have specific details that might need to be communicated.	