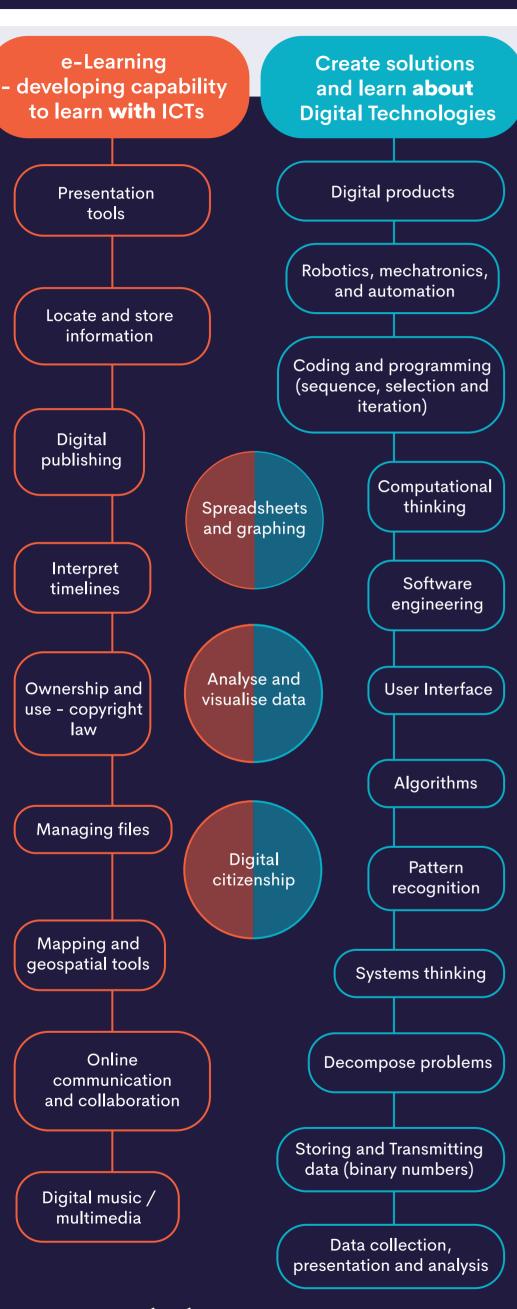
e-Learning/ICT Capability versus Digital Technologies





e-Learning or Information Communication Technology (ICT) Capability in the New Zealand Curriculum

> e-Learning capability supports students to be effective users of technology.

e-Learning/ **ICT** Capability

Digital Technologies

Creators

Assists in the creation of supportive learning environments by offering resources that take account of individual, cultural, or developmental differences;

> **Enhances opportunities to** learn by offering students virtual experiences and tools that save them time, allowing them to take their learning further

Adapted from New Zealand Curriculum (2007) Ministry of Education by Learning Media Limited p.35-36

Incorporates digital citizenship, fluency and literacy, when considering the ethical and social impacts of using technologies.

Students learn that technology is the

result of human activity from their

heritage, Aotearoa New Zealand's

rich cultural environment, and

contemporary examples of

Digital Technologies

skills and capability so

they can be innovative

enables students to build

creators of digital solutions.

This relies on and extends

e-Learning/ICT capability,

moving students beyond

being solely users and

consumers of digital

technologies.

technology.



Create a QR code image

Code a makey makey to

play sounds from bottle

Examples of Digital

Technologies in action

Use video to analyse a sports performance to provide coaching tips



XI O Use a computer simulation or game to test predictions and collect data



Create an interactive story from a favourite book with user-input using a familiar programming language.

Use spreadsheet functions to create tables, record, sort, calculate and present

Use an online game that

has a grid map system to

learn about directions.



Create your own simulation using a visual or text-based programming language.

Explore ways to generate and access secret code by securely transmitting data through techniques of encryption and

Share a book review or

品

Create network diagrams to identify relationships between different sources of data and analyse this

Design your own maze and use an app to program a robot to go through it.

Examples of e-Learning in action

Use digital concept

select research tasks.



Use presentation software to present findings of an inquiry that includes text, images and video.

mapping tools to plan and



using black and white squares. Invite a classmate to decode and access the information contained.



network system and computer network system to explore ideas about pathways, reliability, protocols and security.

Compare a transport



Use a search engine effectively as a research



data to identify trends

P

decryption.



information using a QR code.



Use tools such as Google docs to work collaboratively on a project and Skype to connect with outside experts.

Digital Technologies is about learning to be a creator in the digital world,

Digital Technologies is NOT about learning WITH technology (e-learning), it's learning ABOUT technology.



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BROUGHT TO YOU BY

e-Learning is learning and teaching that is

facilitated or supported through the

connections, enables students

Facilitates shared learning by

enabling students to join or

create communities of

beyond the classroom;

Is explicitly planned,

integrated into curriculum,

and taught across all subject areas

New curriculum content for year

1-10 students with a focus on

learning in authentic contexts,

Develops knowledge,

understandings and skills of

the underlying concepts of

computational thinking for

and designing and developing

digital technologies (CT)

digital outcomes (DDDO).

process.

using an iterative, design thinking

learners that extend well

to enter and explore new

learning environments,

overcoming barriers of

distance

appropriate use of ICTs

Assists the making of