



Design and Visual Communication Learning Matrix

Curriculum Level 6

Learning Area Whakataukī:

*Kaua e rangiruatia te hāpai o te hoe; Don't paddle out of unison;
e kore tō tātou waka e ū ki uta. our canoe will never reach the shore.*

Big Ideas				
Design, as an act of manaakitanga, seeks new ways to improve the lives of people and their places	Design tikanga weaves together both divergent and convergent thinking in the generation, exploration, refinement, and resolving of design ideas and outcomes	Designers bring their own unique voice that draws from their personal experiences, cultures, values, and perspectives as well as those of other people	Design has a whakapapa – heritage, philosophies, and knowledges, both functional and aesthetic, in relation to product and spatial design	Visual communication is a set of visual literacy skills that allow designers to think about, evaluate and appropriately present design ideas and outcomes
Significant Learning				
<p>Students will understand how Design and Visual Communication impacts on end users by considering the following mātauranga Māori principles:</p> <p>kotahitanga, whanaungatanga, manaakitanga, wairuatanga, and tikanga</p>				
At Curriculum Level 6, students will...				
<ul style="list-style-type: none"> learn how to generate ideas and design innovative outcomes experiment with ideas that explore possibilities, which can lead to the generation of more interesting ideas understand that all ideas have value by engaging in critique and decision-making processes understand how to use appropriate visual communication techniques to generate and explore ideas beyond first thoughts be encouraged to use both divergent and convergent thinking to achieve successful outcomes 		<ul style="list-style-type: none"> engage with people, places, and cultures to develop design ideas and outcomes develop skills and apply design knowledge to context know about the visual communication techniques of conceptual design ideas know about and use appropriate visual communication techniques for the communication of design ideas and outcomes understand the whakapapa of a design heritage begin to understand issues around copyright and the use of third-party content when developing design ideas and outcomes 		



<ul style="list-style-type: none">● explore and consider design tikanga, practices, principles and techniques from te ao Māori, and indigenous cultures within design and communication● show understanding of aspects of function and use● identify and use design principles, aesthetics, and functional qualities to inform their design ideas and outcomes● begin to value and respect that there are other perspectives● produce unique and individualised design ideas and outcomes● understand the purpose of design is to enhance lives and environments using aspects of kaitiakitanga and hauora	<ul style="list-style-type: none">● begin to form good practice in attribution and acknowledgement of sources when using third-party content within their work● develop skills in visual techniques to generate design ideas, such as quick sketches, sketch models, fast computer models● develop visual communication skills to explore design ideas and thinking in a context● develop visual skills and techniques to communicate details of design ideas and outcomes● use visual communication skills and presentation techniques to communicate a design idea or outcome.
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For definitions of subject terminology and kaupapa Māori, please refer to the Subject Glossary section on the [NCEA Education website](#).