



## 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 product and spatial 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, ākonga will...				
<ul style="list-style-type: none"> <li>understand that the purpose of design is to enhance people's lives and their environments using aspects of kaitiakitanga, hauora, alofa, and empathy</li> <li>explore and consider design tikanga, practices, principles, and techniques from te ao Māori and Indigenous cultures within Design and Visual Communication</li> <li>develop the practice of generating design ideas that explore possibilities beyond first thoughts</li> <li>understand and use the design principles of aesthetics and function in own design thinking</li> <li>use both divergent and convergent thinking in developing design outcomes</li> <li>engage with decision-making that is connected to people, places, cultures, and design knowledge in developing design outcomes</li> <li>develop visual skills and techniques for generating and exploring design ideas</li> <li>develop visual skills and techniques to communicate details of design ideas and outcomes</li> <li>use visual communication and visual presentation techniques to communicate the qualities of design ideas and outcomes</li> <li>develop good practice in the attribution and acknowledgement of sources when using third-party content.</li> </ul>				

For definitions of subject terminology and kaupapa Māori, please refer to the Subject Glossary section on the [NCEA Education website](#).

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