ĀKONGA PROGRAMME GUIDE

Tauwhiriwhiri 2
Intro to Digital & Creative Tech Level 2

"Hāpaitia te ara tika pūmau ai te rangatiratanga mō ngā uri whakatipu."

Foster the pathway of knowledge to strength,
independence and growth for future generations.

Ngā mihi nui and warm greetings to you dreamer!

Our unique programme is not your average classroom, it's a vibrant hub of dreams and possibilities. Imagine a place where each learner's talents are not just acknowledged but celebrated. This place is not merely an educational venture; it's a platform for empowerment, embracing the boundless potential of creativity that every human being carries inside.

You must know that we're not just following the conventional academic path. Our vision goes beyond that. We're creating an environment where our courses are not just academic subjects, but gateways to exciting opportunities for you to grow and improve. It's a place where whispered aspirations transform into resounding echoes of achievement.

Our commitment extends beyond the classroom. We are dedicated to guiding you towards growth in your chosen industry. We're not just producing graduates; we're nurturing industry-ready pioneers who will shape the future of arts, design, IT, game development, and media.

Our curriculum isn't about ticking off boxes; it's about providing practical skills demanded by the dynamic creative industries. We're building a community of lifelong learners, where curiosity is a flame that never flickers out. Our graduates won't just be job-ready; they'll be geared for lifelong success, making meaningful contributions to their fields and to Aotearoa New Zealand and beyond.

In essence, Tauwhiriwhiri is not just an educational programme; it's an endeavour, a vision, and a commitment to fostering a generation of creative trailblazers. Please, join us on this journey where education isn't just a means to an end but a force that shapes futures and lights up the growth path. This programme is a collective dream, and we invite you to be part of turning this dream into a reality.

Thank you for your time and shared enthusiasm. We can't wait to see you!

Ki roto i kotahitanga,

Gabriel Pankl
Education Manager

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Nikolasa Biasiny-Tule
CEO/Director/Founder

Tauwhiriwhiri 2
Introduction to Digital & Creative Tech Level 2

Certificate in Foundation Studies Level 2

FS500 Life Admin & Self Care	**FS700 Content Design**
FS600 Coding Applications	**FS800 Digital Wellbeing**

KU23.2 Te Ao Māori

Programme Overview

Tauwhiriwhiri 2 - Introduction to Digital & Creative Tech Level 2 Programme is made up of one certificate with a total of 5 components.

Graduate Profile

- Apply self-management and resilience strategies to organise personal life, maintain well-being and continue learning.
- Work collaboratively and effectively in a group containing a range of people and cultures to achieve an outcome
- Describe the strengths that define their rangatiratanga and identify how these can guide their short-term goals; and future pathways.

Course Aim

This programme provides a supported pathway to further study and employment. It aims to give rangathi the skills and confidence to further study at Native Tech at Level 3+ or into entry-level employment.

NZQA Level: 2 - New Zealand Certificate in Foundation Skills

Total Credits: 60 over 20 weeks (including holiday breaks)
Contact Time: 20 hours directed, 17.5 hours self-directed
Hours: 10am - 3pm | Monday - Friday
More Info: about learner pathways, support, learner services and access to all online forms visit our website **www.nativetech.ac.nz**

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FS500 Life Admin & Self Care

Whakawhānaungatanga, Life Admin, Art & Rōngoa

Upon successful completion, learners will have acquired the tools and knowledge to maintain a healthy lifestyle, lead a fulfilling life, and deeply connect with their cultural roots, facilitating their personal growth during the programme and beyond. They will have created a short, medium and long term plan for the future and collated their essential documents.

FS700 Content Design

Storytelling Techniques for Social Media, Advanced Video Editing

Upon completion, learners will have gained key skills in creating engaging, impactful social media content, encompassing video editing, music composition, graphic design, animation, and storytelling.

FS600 Coding Applications

Programming, Game & Website Design, Mechatronics

Learners will gain coding skills to create games, websites, and robots using tools like Unreal Engine, Webflow, and VEX. This course emphasises practical applications and the significance of planning and design in technology projects.

FS800 Digital Wellbeing

Social & Cultural Aspects of Online Spaces, Gaming Addiction & Mental Health

Upon successful completion of the Digital Wellness subject, learners will have gained the necessary skills and knowledge to responsibly and safely navigate the digital world, balancing the benefits of gaming with healthy digital habits.

KU23.2 Te Ao Māori

Whakapapa, Tikanga, Te Whare Tapa Whā

Upon successful completion of this component, learners will understand the role of tikanga (karakia, waiata) and begin further explore their whakapapa. They will understand their own wellbeing using Te Whare Tapa Whā and have begun delving into Ngā Atua.

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Academic Calendar 2024

Semester 1 | Terms 1 & 2

All our programmes are 20 weeks in length, with 16 weeks of teaching and 4 weeks of study break/holiday time.

Term	Week	Date	Mon	Tue	Wed	Thu	Fri
1	1	26 February	26	27	28	29	1
	2	4 March	4	5	6	7	8
	3	11 March	11	12	13	14	15
	4	18 March	18	19	30	21	22
	5	25 March	25	26	27	28	**29** Good Friday
	6	1 April	**1** Easter Monday	2	3	4	5
	7	8 April	8	9	10	11	12
	8	15 April	**15** Teacher Only	16	17	18	19
	9	22 April	22	23	24	**25** ANZAC	26
	10	29 April	29	30	1	2	3
2	11	6 May	6	7	8	9	10
	12	13 May	13	14	15	16	17
	13	20 May	20	21	22	23	24
	14	27 May	27	28	29	30	31
	15	3 June	**3** Kings BDay	4	5	6	7
	16	10 June	10	11	12	13	14
	17	17 June	**17** Teacher Only	18	19	20	21
	18	24 June	24	25	26	27	**28** Matariki
	19	1 July	1	2	3	4	5
	20	8 July	8	9	10	11	12

2024 TERM 1-2

Legend:
- Study break
- Class Sessions
- Holiday / Teachers Only Day

Academic Calendar 2024

Semester 2 | Terms 3 & 4

All our programmes are 20 weeks in length, with 16 weeks of teaching and 4 weeks of study break/holiday time.

	Term	Week	Date	Mon	Tue	Wed	Thu	Fri
2024 TERM 3-4	**3**	1	29 July	29	30	31	1	2
		2	5 August	5	6	7	8	9
		3	12 August	12	13	14	15	16
		4	19 August	19	20	21	22	23
		5	26 August	26	26	27	28	29
		6	2 September	2	2	3	4	5
		7	9 September	9	9	10	11	12
		8	16 September	16 Teacher Only	16	17	18	19
		9	23 September	23	23	24	25	26
		10	30 September	30	1	2	3	4
	4	11	7 October	7	8	9	10	11
		12	14 October	14	15	16	17	18
		13	21 October	21	22	23	24	25
		14	28 October	28 Labour Day	29	30	31	1
		15	4 November	4	5	6	7	8
		16	11 November	11	12	13	14	15
		17	18 November	18	19	20	21	22
		18	25 November	25 Teacher Only	26	27	28	29
		19	2 December	2	3	4	5	6
		20	9 December	9	10	11	12	13

Regulations

Admission | Entry Requirements

- Introduction to Digital and Creative Tech Level 1
- Learners must be over 16 years of age (or 15+ at Native Tech discretion and with parent/caregiver/whānau approval + MOE early leaver approval)
- Native Tech will then conduct informal interviews with learners and their whānau
- Learners will be required to fill out an application form
- A reasonable reading level is required in order to cope with the programme and to carry out written instruction*

*exceptions if there is evidence of high level of academic achievement and/or experience/skill

Credit Recognition & Transfer

- Native Tech will confirm learner Record of Learning (RoL) from NZQA during their enrolment and any Unit Standards that have already been completed will be credited so learners don't need to complete these again during their time with Native Tech.

Recognition of Prior Learning

- Native Tech acknowledges the right of potential learners to gain recognition for existing skills and knowledge or prior learning (either within past Native Tech programmes or external programmes).
- Where individuals indicate that they wish to have existing skills and knowledge recognised, or where tutors identify learners who may have existing skills and knowledge, a process of assessment of this prior learning will be used. Credit will be allocated to those who meet the assessment requirements.
- To begin this process go here > **www.nativetech.ac.nz/rpl/**

Authenticity of Ākonga Work

- Ensuring learner work is authentic and preventing plagiarism is a central part of upholding our commitment to the highest academic standards and supporting learners to achieve in a tertiary setting.
- "Plagiarism" is understood as a situation in which a learner claims another person's published or unpublished work as if it is their own. This includes situations in which, without clear acknowledgment of the author, copying directly, quotation, paraphrasing or downloading from the internet, any individual's ideas, including copying another learner.
- At the start of enrolment all learners will be provided with information about plagiarism, including the nature, seriousness and consequences of plagiarising others' work as part of their study with the organisation.

Resits

Native Tech tutors will work with learners to ensure all key assessments are marked as achieved or not achieved (as a rule we use Natural Occurring Evidence) or when the work is digital, we will provide evidence of this work along with learners understanding of what they are doing, which will be recorded and stored for assessment) - learners will have until 14 days after the course has finished to work with staff to submit any overdue assessments.

Integration of Practical and Work-based Components

The integration of practical and work-based components is essential for providing you with a well-rounded education. Through hands-on activities and real-world experiences, learners have the opportunity to apply their knowledge, develop practical skills, and gain industry-specific insights. This approach ensures that learners are not only equipped with theoretical knowledge but also prepared for the demands of their chosen field.

Faculty | Whānau

Marcus Powell
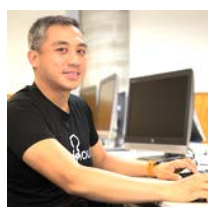**General Manager | Programme Coordinator**
marcus@nativetech.ac.nz

Gabriel Pankl
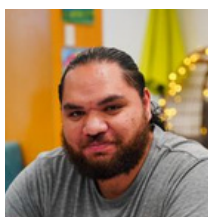**Education Manager | Programme & Curriculum Developer**
gabriel@nativetech.ac.nz

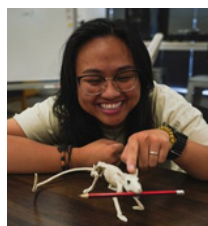**Paolo Aguilar**
Lecturer | Tech Tutor
paolo@nativetech.ac.nz

Lee Tawhai
Lecturer | Design Tutor
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Tara Prieto
Design Tutor | Rangatahi Navigator
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Matiu Leef
Rangatahi Navigator
matt@nativetech.ac.nz

Lee-Anne Rangiheuea
Student Administration & Records
admin@nativetech.ac.nz

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Co-Constructed Learning Plans

The Tauwhiriwhiri programme allows for learning to be co-constructed by learners with the support of teaching staff, this allows learners to choose units based on their area of interest. Ākongas will choose 10-15 credits (depending on subject requirements) from each component pool with the Te Ao Māori component used across components depending on your area of interest.

Assessment in this programme will be based on each learners' individual learning plan through observation, meaning that the criteria for success will vary for each learner, depending on personal goals and future aspirations. It is important to also focus on each learner's personal growth and development.

How We Assess

This type of assessment we use will be conducted in various ways, through direct observation, video/audio recording, involving standardised assessment tools, (checklists or rating scales), or informal observations and notes.

Each unit has a corresponding marking sheet, a checklist, used to assess the learners' performance against predetermined outcomes and criteria, learners are taken through what is required of them and then marked accordingly.

Once an assessment is completed, all related documents, including the learner's work, the unit standard, and marking sheet, are collated as evidence of competency.

These documents are then forwarded to the lead teacher to review the evidence and, upon satisfactory completion, signs off to formally validate our learner's competency in the unit. This rigorous and structured process ensures a standardised and objective evaluation of learners' skills and knowledge in alignment with the defined unit standards.

Our Focus

Our programme is designed for young people, for whom mainstream education has not worked. Our focus is on reigniting our rangatahi's love of learning. We focus on a mix of wellbeing and academic based tasks. Our aim is on raising their literacy & numeracy skills and integrating our learners back into education, training and work.

Notification of Absence

- If you are absent, you must send an email before classes start to admin@nativetech.ac.nz

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Useful Contacts

Support Contact Details

Ākonga Admin Support, Enrollment & ID Cards
admin@nativetech.ac.nz

Counselling Support
tara@nativetech.ac.nz

IT Support
marcus@nativetech.ac.nz

Useful Contact Information

- Career Information - www.kiwicareers.govt.nz
- Inland Revenue Department - 0800 377 778 www.ird.govt.nz
- Ministry of Education - www.minedu.govt.nz
- NZ Qualifications Authority - www.nzqa.govt.nz
- WorkSafe - www.worksafe.govt.nz
- StudyLink - 0800 88 99 00 www.studylink.govt.nz
- Work and Income New Zealand (WINZ) – 0800 559 009
- Lifeline - 0800 543 354
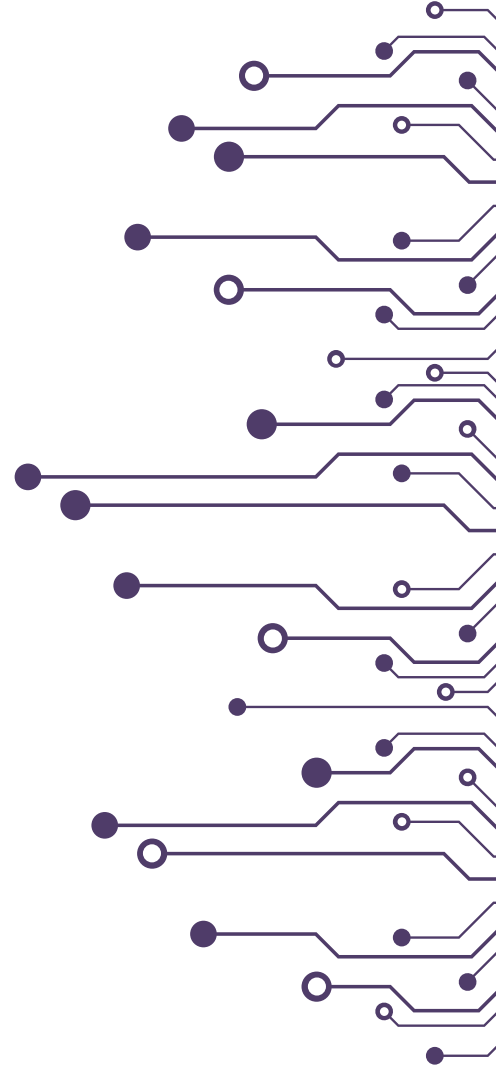- Text 'Help' to 4357

Mental Health Support

Our tutors and rangatahi transition navigators are here to assist learners with their study, but if you are going through a difficult time and need additional support, please reach out to them anytime, they have amazing contacts in the community and will refer you to someone safe to talk to.

Here are some links to organisations who can help support you and your whānau.

- Need to talk? Free call or text 1737 any time
- Talk to a trained counselor or call: the Depression helpline – 0800 111 757
- Alcohol drug helpline – 0800 787 797
- Gambling helpline – 0800 654 655
- Healthline – 0800 611 116 – to get help from a registered nurse 24/7.
- Lifeline – 0800 543 354
- Samaritans – 0800 726 666

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Notes

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