



AL-MADINAH SCHOOL

Technology Department Newsletter 2026 Academic Year Outline

السلام عليكم ورحمة الله وبركاته

WELCOME BACK!

Welcome to Term 3.. We are thrilled to have you as part of our school community and choosing a subject linked to the department.

UPCOMING EVENTS

Students have successfully completed the first assessment and have received their grades. They are now working on the second assessment, which is nearing completion. During this term, students are expected to complete all required internal assessments while also preparing for and making steady progress towards their external assessments.

There has been a change to the Digital Technology external assessment for Year 12 and Year 13 students. Students are now required to sit the external assessment as a formal examination during the scheduled NCEA external examination period.

TEACHERS IN THE DEPARTMENT

Shafina Mohammed - Digital Technology teacher for year 11 to 13 boys and girls and Technology teacher for year 9 and 10 girls.
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Mohammed Ashif Khan - DVC teacher for year 11 to 13 boys and Technology teacher for year 11 and 12 boys.

Contact: ashifk@al-madinah.school.nz

Intaz Shah - Technology for year 9, year 10 and 13 boys. Contact: ishah@al-madinah.school.nz

Why Should Students Study Technology, DVC, and Digital Technology?

The students gain a lot of hands- on experience by doing this subject.

The students are able to design digital or material outcomes and prototype. By doing this the students gain better understanding and can visualise what they have created.

COVERAGE OF CURRICULUM

Junior secondary school covers the 5 strands of technology which are:

1. Computational thinking – where students use the problem-solving approach that involves breaking down complex problems into smaller, more manageable parts and using logical reasoning, pattern recognition, and algorithms to find solutions.
2. Design and develop a digital outcome – where students can design a digital outcome like a website or an infographic.
3. Design and develop a material outcome – where students will use their design and manufacturing skills to design using wood, metal, plastic, or textile.
4. Design and develop a processed outcome – where students will be doing some cooking.
5. Design and visual communication – students will use sketching skills to design a plan and can also use sketch-up applications to design a model.

These 5 stands are the basic requirements for NCEA subjects - Technology, Digital Technology, and Design and Visual Communication.

For NCEA

Technology

Students develop skills in:

- sketching,
- Planning,
- using tools and machines to create functional products using different materials such as wood, metal, plastic, and textiles.
- Automotive.

Digital Technology

Students develop skills in:

- writing a proposal for designing a digital outcome of their choice.
- designing a digital outcome of their choice – website, game, animation, video, infographic, database, and coding.
- Understanding the conventions and protocols of their design.
- How human-computer interaction takes place.

Design and Visual communication

What Do Students Learn in DVC?

Students will engage in a range of activities that enhance their spatial awareness, design capabilities, and drawing techniques. Some of the key learning areas include:

- Freehand Sketching & Rendering – Developing quick visual representations of ideas.
- Technical Drawing – Learning to create precise and structured drawings using industry-standard conventions.
- Digital Design – Using software applications to create and refine design concepts.
- Product & Architectural Design – Exploring how objects and spaces are designed for function and aesthetics.

- Visual Storytelling & Presentation – Effectively communicating ideas through graphics and layouts.

ASSESSMENT OUTLINE

Year 9	Online Shopping Mid Term 2 and Term 3	Research ways of shopping and draw a timeline. Design a logo for your shop and design a website. Make a product for your shop either using hard or soft material
Year 10	Media Design Mid-term 2 and Term 3	Learning the Design principles and conventions of different digital outcomes. Designing different digital outcomes like a business card, flyers, newsletters, cards, etc

Technology

Level 1

Standard Number Standard Title	Int/Ext Due date	Credit
AS92013 Experiment with different materials to develop a materials and Processing Technology outcome	Int Week5 Term 3	6
AS92014 Demonstrate understanding of sustainable practices in the development of a Materials and Processing Technology design	Ext Term 4 Week 1	4

Level 2

Standard Number Standard Title	Int/ Ext	Credit
AS91347 Demonstrate understanding of advanced concepts used to make products	int	4
AS91358 Demonstrate understanding of how technological modelling supports risk management	Ext	4

Level 3

Standard Number Standard Title	Int/ Ext	Credit
US30436 DKO electronic fuel injection system.	int	2
US30477 DKO petrol and diesel engines.	int	4
US 30480 DKO automotive cooling system and engine coolant	int	2

Digital Technology

Level 1

Standard Number Standard Title	Int/Ext Due date	Credit
AS92004 Create a computer program	Int Term 3 Week 5	5
AS92006 Demonstrate understanding of usability in human-computer interface	Ext Term 4	5

Level 2

Standard Number Standard Title	Int/Ext Due date	Credit
AS91891 Apply Conventions to Develop a Design for a Digital Technologies Outcome	Int Term 2 Week 10	3
AS91897 Use advanced processes to develop a digital technologies outcome.	Int Term 3 Week 6	6
AS91899 Present a summary of developing a digital outcome.	Ext Term 4	4

Level 3

Standard Number Standard Title	Int/Ext Due date	Credit
AS91907 Use complex processes to develop a digital technologies outcome	Int Term 3 Week 6	6
91903 Use complex techniques to develop a digital media outcome	Int Term 3 Week 6	4
AS91909 Present a reflective analysis of developing a digital outcome	Ext	3

Design and Visual Communication

Level 1

Standard Standard Title	Int/Ext Due date	Credit
AS92001 Use presentation techniques to visually communicate own product or spatial design outcome	Int Term 3 Week1	5
AS2003 Use instrumental drawing techniques to communicate own product or spatial design outcome	Ext Term 4	5

We hope the information provided above offers a clear overview of the learning and assessment activities students will be undertaking throughout the term.

With the continued support and commitment of both home and school, we are confident that your child will be well positioned to achieve success in this subject and reach their full potential.

Shafina Mohammed

HOD Technology

Level 2

Standard Standard Title	Int/Ext Due date	Credit
AS91341 Develop a spatial design through graphics practice	Int Term 2 Week 9	6
AS91343 Use visual communication techniques to compose a presentation	Int Term 3 Week 10	4
AS91337 Use visual communication techniques	Ext Term 4 Week 2	3

Level 3

Standard Standard Title	Int/Ext Due date	Credit
AS91629 Resolve a spatial design through graphics practice Retreat	Int Term 3 Week 1	6
AS91630 Resolve a product design through graphics practice	Int Term 4 Week 1	6