# **Exploring financial identity through digital technologies**

Achievement and learning objectives

This resource explores personal money/moni habits and individual financial identities. Students use digital technologies to design a character that can be used to educate others. 

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References:

* [Financial identity resource introduction](http://sortedinschools.org.nz/sorted-resources/financial-identity/)
* [Pedagogy and methodology overview](http://sortedinschools.org.nz/teachers/curriculum-info/pedagogical-design/) for the frameworks underpinning the development of this resource.

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| **Technology achievement objectives and learning outcomes**  **Progress outcome 4 – Computational thinking for digital technologies** In authentic contexts and taking account of end-users, students decompose problems to create simple algorithms using the three building blocks of programming: sequence, selection, and iteration. They implement these algorithms by creating programs that use inputs, outputs, sequence, basic selection using comparative operators, and iteration. They debug simple algorithms and programs by identifying when things go wrong with their instructions and correcting them, and they are able to explain why things went wrong and how they fixed them.  Students understand that digital devices represent data with binary digits and have ways of detecting errors in data storage and transmission. They evaluate the efficiency of algorithms, recognising that computers need to search and sort large amounts of data. They also evaluate user interfaces in relation to their efficiency and usability.  **Progress outcome 3 – Designing and developing digital outcomes** In authentic contexts, students follow a defined process to design, develop, store, test, and evaluate digital content to address given contexts or issues, taking into account immediate social, ethical and end-user considerations. They identify the key features of selected software and choose the most appropriate software and file types to develop and combine digital content.  Students understand the role of operating systems in managing digital devices, security, and application software and are able to apply file management conventions using a range of storage devices. They understand that with storing data comes responsibility for ensuring security and privacy.  **Technology Achievement Objectives, Level 4**  Planning for practice  Undertake planning that includes reviewing the effectiveness of past actions and resourcing, exploring implications for future actions and accessing of resources, and consideration of stakeholder feedback, to enable the development of an outcome.  Brief development  Justify the nature of an intended outcome in relation to the need or opportunity. Describe the key attributes identified in stakeholder feedback, which will inform the development of an outcome and its evaluation.  Outcome development and evaluation  Investigate a context to develop ideas for feasible outcomes. Undertake functional modelling that takes account of stakeholder feedback in order to select and develop the outcome that best addresses the key attributes. Incorporating stakeholder feedback, evaluate the outcome’s fitness for purpose in terms of how well it addresses the need or opportunity.  **Technology Achievement Objectives, Level 5**  Brief development  Students will justify the nature of an intended outcome in relation to the need or opportunity and describe specifications that reflect key stakeholder feedback and that will inform the development of an outcome and its evaluation.    Planning for practice  Students will analyse their own and others’ planning practices to inform the selection and use of planning tools and use these to support and justify planning decisions (including those relating to the management of resources) that will see the development of an outcome through to completion.  Outcome Development and Evaluation  Students will analyse their own and others’ outcomes to inform the development of ideas for feasible outcomes. They will undertake ongoing functional modelling and evaluation that takes account of key stakeholder feedback and trialling in the physical and social environments. They will use the information gained to select and develop the outcome that best addresses the specifications and evaluate the final outcome fitness for purpose against the brief. |

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