

**MediaLab programmes and the NZ Curriculum Achievement Objectives they correspond to:**

Programme	Digital Technology	Literacy	Visual Arts	Music - Sound Arts	EXTRA INFORMATION	Key Competencies	<a href="#">21st Century Learning Skills</a>
Soundtrack Design	Level 2, 3 & 4 Developing and Designing Digital Outcomes	Level 2, 3 & 4 • Purposes & Audiences • Structure • Ideas	N/A	Level 2, 3 & 4 • Developing Ideas • Communicating and Interpreting		<ul style="list-style-type: none"> <li>• Thinking</li> <li>• Managing Self</li> <li>• Using Language, symbols and text</li> <li>• Participating and Contributing</li> </ul>	<ul style="list-style-type: none"> <li>• Collaboration</li> <li>• Knowledge construction</li> <li>• Skilled communication</li> <li>• Real-world problem-solving and innovation</li> <li>• Use of ICT for learning</li> <li>• Self regulation</li> </ul>
Music Making	Level 2, 3 & 4 Developing and Designing Digital Outcomes	Level 2, 3 & 4 • Purposes & Audiences • Structure • Ideas	N/A	Level 2, 3 & 4 • Developing Ideas • Communicating and Interpreting			
Soundscapes (Tui 250)	Level 2, 3 & 4 Developing and Designing Digital Outcomes	Level 2, 3 & 4 • Purposes & Audiences • Structure • Ideas	N/A	Level 2, 3 & 4 • Developing Ideas • Communicating and Interpreting	Bicultural Contains elements of Tikanga Māori		
3D Game Design	Level 2, 3 & 4 Developing and Designing Digital Outcomes	Level 2 • Purposes & Audiences Ideas	Level 2 & 3 • Developing Practical Knowledge	N/A	STEM		
Coding: App making	Level 2, 3 & 4 Developing and Designing Digital Outcomes Computational Thinking for Digital Technologies	Level 2, 3 & 4 • Purposes & Audiences • Structure	N/A	N/A	STEM		
Your VR	Level 2, 3 & 4 Developing and Designing Digital Outcomes	Level 2, 3 & 4 • Purposes & Audiences • Ideas	Level 2, 3 & 4 • Developing Practical Knowledge	N/A	STEM		
3D Movie Making	Level 2, 3 & 4 Developing and Designing Digital Outcomes	Level 2, 3 & 4 • Purposes & Audiences • Ideas	Level 2, 3 & 4 • Developing Practical Knowledge	N/A	STEM		
VFX	Level 2, 3 & 4 Developing and Designing Digital Outcomes	Level 2, 3 & 4 • Purposes & Audiences • Ideas	Level 2, 3 & 4 • Developing Practical Knowledge • Developing Ideas	N/A	STEM		
Multiplayer Gaming	N/A	N/A	N/A	N/A	Not educational Students do not learn 3D Game Design in this session		



































