

Assessment Specifications

Level 2 Digital Technologies 2027

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General information

Domain:	Technology
Standards:	91898, 91899
Assessment method:	Examination, end of year
Assessment medium:	Online digital examination

[Digital Technologies subject page](#)

[National secondary examinations timetable](#)

Information relating to all achievement standards

Further information about digital external assessment can be found on the NZQA website:

[Digital external assessment](#)

Equipment required

Laptop or desktop computer.

Special assessment conditions

Refer to the NZQA website for further information.

[Aromatawai special assessment conditions](#)

Specific information for individual achievement standards

Standard:	91898
Title:	Demonstrate understanding of a computer science concept
Version:	1
Number of credits:	3

Candidates will be required to respond in matching lists, short and /or extended answers (800–1500 words in total) to questions relating to their choice of ONE of the following computer science concepts:

- artificial intelligence
- OR
- computer security.

For 2027, questions on impacts will focus on ethical issues and social impact.

For artificial intelligence, questions may cover any of the following:

- AI in robotics
- Portable AI environments
- Generative AI
- Machine learning

For computer security, questions may cover any of the following:

- Internet of thing (such as TVs, refrigerators and security cameras)
 - Firewalls including firewalls used by a school
 - Risks individuals face such as phishing, ransomware, email spoofing, out-of-date software, malware
 - How organisations protect their customers such as policies/training, 2FA, reCAPTCHA, authentication, DDoS protection
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Standard:	91899
Title:	Present a summary of developing a digital outcome
Version:	1
Number of credits:	3

Candidates will be required to respond in short and/or extended answers (800–1500 words in total) to questions relating to a digital outcome they have developed within the past 12 months. Candidates must have developed the outcome themselves. It must not be selected or sourced from AI, the internet, or anyone else's digital product or work.

The digital outcome must be based on Level 7 of the New Zealand Curriculum (see the Teaching and Learning Guide for Digital Technologies). Outcomes at this level demonstrate purposeful design and advanced technical implementation, applying a range of tools and techniques appropriately. Examples include but are not limited to:

- a functional website with applied HTML /CSS and some interactive features
- an interactive game with original assets and coded mechanics
- a design for manufacture product with a 3D CAD model and exported production files
- a multi-page print or digital media outcome, such as a magazine or comic, with original digital assets
- a short film/video/animation with some original content, editing, and effects
- an electronic device with programmed code and purpose-built housing.

Each outcome should include at least one developed digital component that has been created, tested, and refined by the candidate using appropriate tools and techniques.

Questions will require the candidate to discuss:

- the digital outcome that was developed
- the process of developing the digital outcome
- decisions made during the development of the digital outcome, which may relate to:
 - selection of methods to address requirements¹
 - selection of methods to address implications².

For this assessment, methods refers to the choices made during development about the approaches, techniques, tools, processes, testing, feedback, design choices, or development strategies used to support the digital outcome.

¹**Requirements** are what the digital outcome needed to do, communicate, look like, or allow the end user to achieve. Methods selected to address requirements may include mock-ups, storyboarding, wireframing, versioning, iterative builds, user testing, expert feedback, responsive layout techniques, validation rules, navigation structures, interface design choices, asset creation techniques, animation tests, game mechanics testing, CAD modelling approaches, coding techniques, electronics testing, sequencing development tasks, or selecting resources that helped the outcome meet its intended purpose.

²**Implications** are the wider responsibilities, issues, or consequences connected to the digital outcome. These may include accessibility, privacy, intellectual property, ethical, social, cultural, sustainability, future-proofing, legal, health and safety, or end-user considerations. Methods selected to address implications may include creating original assets, using licence-safe resources, gaining permission, protecting or limiting user data, adding alt text or captions, checking colour contrast and readability, consulting relevant people, using inclusive or culturally appropriate content, reducing file sizes, optimising media or code, choosing suitable export settings, using reusable or modular code, organising editable project files, considering safe use of electronic components or manufactured parts, or designing the outcome so it can be updated, repaired, reused, or extended in the future.

Special notes

As this is an online digital examination, candidates are **not required** to prepare or submit images.

The school may be required to provide a link to evidence of the candidate's digital outcome (e.g. working files), to show the development process undertaken to create the digital outcome in the software used.

Teachers are encouraged to help their candidates to develop answering techniques to ensure they are able to respond clearly and concisely within the total recommended word limit.