

Dear Parents and Caregivers,

Below is an overview of our Wainui Intermediate Specialist Programme (WISP) and the proposed timetable for the year.

### **Purpose of Wainui Intermediate Specialist Programme**

To provide an authentic, Inquiry-based approach to technology for our Year 7 and 8 students onsite at Wainui School.

*“A Technology programme should provide opportunity for the incorporation of The New Zealand Curriculum (2007) principles, values, and key competencies alongside the opportunities to address the requirements of the technology learning area statement and achievement objectives. The foci for contexts chosen as suitable for the programme should reflect the school's resources. This includes the knowledge and skills of the teachers, physical and consumable resources, and the available community resources. As a compulsory learning area for all students from year 1 to the end of year 10, every school in New Zealand should be developing their own technology programmes.”*

<http://technology.tki.org.nz/Technology-in-the-NZC/Planning-programmes-and-units-of-work/Technology-Programme-Design>

### **Overview of Wainui Intermediate Specialist Programme**

At Wainui School, Year 7 and 8 students are involved in our Wainui Intermediate Specialist Programme, or WISP for short. This programme involves the children in a range of technologies, which include Hard Tech, Food Tech, Soft Tech, and Digital Tech. The children will also be involved in specialist programmes including Languages (Japanese - Terms 1 and 2, and Mandarin - Terms 3 and 4) and The Arts (visual and performing).

During WISP, programmes are developed that focus on students' progression within Technological Practice as evidenced through their achievement in terms of Brief Development, Planning for Practice and Outcome

Development and Evaluation. Contexts are chosen that provide coherent and comprehensive opportunities to meet the purpose of the programme focus. The balance between providing students with variety and interest, and providing enough richness to sustain progression of learning both within and across components is key to the success of the programme. Teacher interest, expertise and classroom resourcing are also be key factors in context selection to ensure learning experiences are informed and manageable.

In Terms 2 and 3 the children are involved in the different technological activities, spending a total of 10 hours at each one. The 10 hours is spread over eight sessions. Due to the demands of Ag Day and Camp in Term 4, the WISP rotation does not run during this term.

For most of these learning experiences, the children may be asked to bring in tools and materials from home. They are to be clearly named so they can be returned at the end of each programme. We also ask for a small technology fee, which covers a range of consumable items needed to run a successful programme. This fee is set at **\$20** and can be paid to the school office.

To ensure the health and safety of the students and staff during WISP, we continually review safe practices as new technologies become part of teaching and learning in technology education. The definition of safety is wide and includes aspects of physical, emotional, cultural, and environmental safety, as well as the safety of the end-users of the products or systems that result from technological practice. Safety guidelines are taken from [\*Safety in Technology Education: A Guidance Manual for New Zealand Schools\*](#)

At the end of the year, the children have indicated on their end-of-year report their achievement in WISP, which outlines their attainment of skills, meeting of expectations, and measurement of effort in the various specialist programmes. They will be rated on an *Achievement* (graded 1, 2, 3) and *Effort* (graded A, B, C) scale.

Below is an overview of the programme for 2017. This is a draft and is subject to change, but gives an indication of what is involved.

***WISP Rotation 2017*** (Subject to Change)

<b><i>Term 2</i></b>	<b><i>Weeks 2 - 5</i></b>	Year 8 <b><i>Hard Tech</i></b> <b><i>(Woodwork)</i></b> Mr. Irvine Whole class 8 sessions	Year 7 <b><i>Soft Tech</i></b> <b><i>(Sewing)</i></b> Miss Jenkins Whole class 8 sessions	
	<b><i>Weeks 6 - 9</i></b>	Year 7 <b><i>Hard Tech</i></b> <b><i>(Woodwork)</i></b> Mr. Irvine Whole class 8 sessions	Year 8 <b><i>Soft Tech</i></b> <b><i>(Sewing)</i></b> Miss Jenkins Whole class 8 sessions	
<b><i>Term 3</i></b>	<b><i>Weeks 2 - 5</i></b>	Year 7 <b><i>Robotics/Coding</i></b> <b><i>(Digital Tech)</i></b> Miss Jenkins Whole class 8 sessions	Year 8 <b><i>Food Tech *</i></b> <b><i>(Cooking)</i></b> Mr. Irvine Half class 4 sessions	Year 8 <b><i>Visual Art - TBA</i></b> Ms. Stevenson Half class 4 sessions
	<b><i>Weeks 6 - 9</i></b>	Year 8 <b><i>Robotics/Coding</i></b> <b><i>(Digital Tech)</i></b> Miss Jenkins Whole class 8 sessions	Year 7 <b><i>Food Tech *</i></b> <b><i>(Cooking)</i></b> Mr. Irvine Half class 4 sessions	Year 7 <b><i>Visual Art - TBA</i></b> Ms. Stevenson Half class 4 sessions

\* Food Tech - half classes due to space limitations. Remainder in Visual Art.

Yours sincerely,

***Jason Irvine***

Assistant Principal  
Takahe Team Leader