**Resources within this pīkau**

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| --- | --- |
| Links to existing knowledge | [Design-elements](http://technology.tki.org.nz/Glossary/Design-elements) |
| Digital photography terminology | [Quizlet Digital Images Key Terms Activities](https://quizlet.com/join/Qs2dy7aPV)[Digital images key terms PDF](https://drive.google.com/open?id=1qOgE2BXpoYLVJM2-zE4XClyLDm6ESnUI)[Image File Types(GIF, PNG, SVG, JPEG)](https://university.webflow.com/lesson/image-file-types-gif-png-svg-jpeg-intro) |
| Social and Ethical Responsibilities | [Creative Commons - Wanna work together?](https://vimeo.com/24387310)[The Mātaatua Declaration on Cultural and Intellectual Property Rights of Indigenous Peoples, June 1993](http://www.ngaaho.maori.nz/cms/resources/mataatua.pdf)[Te Ara: Story of Intellectual Property Law](https://teara.govt.nz/en/intellectual-property-law)[Waitangi Tribunal](https://teara.govt.nz/en/video/45798/wai-262)[Using and copying cultural property and indigenous works](https://www.auckland.ac.nz/en/staff/learning-and-teaching/policies-guidelines-procedures/copyright-at-auckland/about-copyright/indigenous.html)V[alues from the Technology Learning Area](http://technology.tki.org.nz/Technology-in-the-NZC/Technology-and-values) [Copyright and Creative Commons module](http://elearning.tki.org.nz/Professional-learning/Digital-citizenship-modules#js-tabcontainer-1-tab-3)[Best Practices for Attribution](https://wiki.creativecommons.org/wiki/best_practices_for_attribution)[Attribution 4.0 New Zealand](https://creativecommons.org/licenses/by/4.0/)[Understand how copyright applies](https://www.tki.org.nz/Copyright-in-schools/Guidelines-for-schools/For-teachers-and-contractors)[Link to TKI copyright information for students](https://www.tki.org.nz/Copyright-in-schools/Guidelines-for-schools/For-students)[Copyright in your school](https://docs.google.com/document/d/1wF-c24Kl_dTDHbU0P7OnOWrIT62AEJO1tI8Xw5jsvk8/edit) [Tohatoha releases poker-style card game to teach Creative Commons licensing](https://www.tohatoha.org.nz/2018/12/tohatoha-releases-poker-style-card-game-to-teach-creative-commons-licensing/)[Creative Commons wiki](https://wiki.creativecommons.org/wiki/Best_practices_for_attribution) |
| Computer Science Field Guide Resources | [CSFG](https://csfieldguide.org.nz/en/) [Data Representation-Images and Colours](https://csfieldguide.org.nz/en/chapters/data-representation/images-and-colours/)[Computer Graphics](https://csfieldguide.org.nz/en/chapters/computer-graphics/)[Computer Vision](https://csfieldguide.org.nz/en/chapters/computer-vision/)Interactives:[Colour Matcher](https://csfieldguide.org.nz/en/interactives/colour-matcher/)[Hex Background Colour](https://csfieldguide.org.nz/en/interactives/hex-background-colour/)[Image Bit Comparer](https://csfieldguide.org.nz/en/interactives/image-bit-comparer/)[Pixel Viewer](https://csfieldguide.org.nz/en/interactives/pixel-viewer/)[RGB Mixer](https://csfieldguide.org.nz/en/interactives/rgb-mixer/)[2D shape Manipulations](https://csfieldguide.org.nz/en/interactives/2d-shape-manipulations/)[Box Rotation](https://csfieldguide.org.nz/en/interactives/box-rotation/)[Pixel Grid](https://csfieldguide.org.nz/en/interactives/pixel-grid/) |
| CS Unplugged Resources | [Colour by numbers](https://classic.csunplugged.org/image-representation/) |

**Computational thinking pīkau linked to designing and developing digital outcomes**

Pīkau 00: Why Digital technologies? - Is it all about devices?

Pīkau 15: Representing Data in Binary