

NZAEF Keyword Analysis for Group 2 Subjects: PE and Technology subjects

Key Word	PE Yr 11	PE* Yr 12 -13	Design* Yr 11-13	Food Tech Yr 11-13	Textiles Yr 11-13	Materials Yr 11-13	Dig Tech* Yr 11	Comp Sci* Yr 12-13	Dig Media* Yr 12-13	Elec/Mec Yr 12-13
Environment	12	16	8	35	25	30	2	4	0	3
Taiao / nature	0	0	1	1	whenua, taiao	1	1	1	0	0
Sustainability	0	0	5	30	18	20 *regenerative*	2	1	0	2 capabilities
Māori / iwi / hāpu	1	6	0	8 te ao	1	1	0	2	1	0
Te Tiriti / Treaty	0	0	0	0	0	0	1 Tiriti	0	0	0
Mātauranga	1 *some	4 Indigenous	0	1 *some	0 Indigenous	0 tikanga	0 cultural	0	0	0
Kaitiakitanga	0	1	0	7	0	0	0	0	0	0
Local	2	7	0	5	2	1	0	0	0	0
Aotearoa / NZ	1	3	1	1	3	0	2	3	1	0
Place	3	6 place-based connection to	5	0	0	2 place-based	0	0	0	0
Climate Change	0	0	0	food miles	(pollution)	0	0	0	0	0
Biodiversity	0	2 ecological	0	0	ecosystems	ecosystems restoration	0	0	0	0
Wellbeing Hauora	Well-being 6 Oranga 10	Well-being 19 Oranga 13	0	0	0	Health & safety	0	0	0	0
Equity / justice	2 fairness	14 equity justice inclusion	2 access	12 ethical	1 access 10 ethical	Inclusive design equity ethics	5 ethical	15 ethical inclusivity	3 ethical	0
Issue(s)	0	0	2	7	5	"need"	0	3	1	0
Action(s)	8 trial, use, apply, design	design, apply, adapt, use	0	apply, develop, implement,	apply create generate	design, apply, create, use	design, create	design, apply	design, test	design, build, test
Participate	5	55	0	potential	potential	construct outcome	0	0	0	0
Solve / solutions	0	4 mov't	2 not practices	5 Yr 12-13	3	6	digital	digital	digital	products
Inquire / investigate	12 invest/exp	investigate	iterative design	test, trial experiment	test, investigate	test, trial, investigate	test, trial project	case study, real world	project-based	project-based

