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| **Level 6 Implement/Modify** | **Implement and modify a proposed initiative for a product to add value** |

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| **Kaupae |** Level | 6 |
| **Whiwhinga |** Credit | 30 |
| **Whāinga |** Purpose | To provide industry in Aotearoa New Zealand with leaders capable of applying the technical knowledge and skills to initiate the development of, propose and assess the viability of a fit for purpose initiative in a workplace with guidance from a leadership Mentor. |

**Hua o te ako me Paearu aromatawai |** Learning outcomes and assessment criteria

| **Hua o te ako |** Learning outcomes | **Paearu aromatawai |** Assessment criteria |
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| 1. Prototype, test, modify, and implement an initiative for a product to add value. | 1. Apply design thinking to implementation and review of the initiative, including an evaluation of: 2. expectations of manuhiri 3. process for production 4. economic factors 5. environmental considerations 6. workplace capacity and capability 7. workplace values |
| 1. Develop and test prototypes to add value to the product. |
| 1. Analyse the results of the testing and modifying the prototype as appropriate to optimise value-added features |
| 1. Implement the final value-added product and monitoring its success in the market |

**Pārongo aromatawai me te taumata paearu |** Assessment information and grade criteria

*Assessment specifications:*

This skill standard must be assessed against in a workplace or in a situation that realistically replicates the conditions of a workplace.

The issue for this skill standard may be classified as representing a well-defined problem.

***Ngā momo whiwhinga |*** *Grades available*

Achieved

**Ihirangi waitohu |** Indicative content

The learning outcomes of this skill standard are established within the kaupapa of identifying, investigating, testing and verifying issues or opportunities to establish and verifying a method of adding value to a workplace.

The principles of kaitiakitanga, manaakitanga, whanaungatanga and kotahitanga are under the rangatiratanga of mana whenua and must underpin all learning in this skill standard.

Learning may cover but is not limited to the following content:

* Developing and testing prototypes to add value to the product, such as new flavours, packaging, or marketing strategies.
* Analysing the results of the testing and modifying the prototype as necessary to optimise value-added features.
* Implementing the final value-added product and monitoring its success in the market.

**Rauemi |** Resources

Definition

* *Design thinking* refers to recognised methodology of design and may include *Te Tukanga Hoahoa Whakaaro*, and other methodologies from *te ao Māori*.

**Pārongo Whakaū Kounga |** Quality assurance information

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| **Ngā rōpū whakatau-paerewa |** Standard Setting Body | Ringa Hora Services Workforce Development Council |
| **Whakaritenga Rārangi Paetae Aromatawai |** DASS classification | Field > Subfield > Domain |
| **Ko te tohutoro ki ngā Whakaritenga i te Whakamanatanga me te Whakaōritenga |** CMR | 0112 |

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| **Hātepe |** Process | **Putanga |** Version | **Rā whakaputa |** ReviewDate | **Rā whakamutunga mō te aromatawai |** Last date for assessment |
| **Rēhitatanga |** Registration | 1 | [dd mm yyyy] | [dd mm yyyy] |
| **Rā arotake |** Planned review date | [dd mm yyyy] | | |

Please contact Ringa Hora Services Workforce Development Council at [qualifications@ringahora.nz](mailto:qualifications@ringahora.nz) if you wish to suggest changes to the content of this skill standard.