|  |
| --- |
| **APPLIED DESIGN, SKILLS and TECHNOLOGIES 1 - Planning KDU** |
| **CORE COMPETENCIES** **COMMUNICATION**  | **CORE COMPETENCIES** **THINKING (CRITICAL/CREATIVE)** | **CORE COMPETENCIES****(PERSONAL/SOCIAL)** |
| **CURRICULAR COMPETENCIES** | **BIG IDEA (Understand…)** | **What do we want students to DO?****(Activities, lessons…)**  | **Content (& Elaborations)****(Know)** |
| **Applied Design*****Ideating*** *(forming new ideas or concepts)* * Identify needs and opportunities for designing, through exploration
* Generate ideas from their experiences and interests
* Add to others’ ideas
* Choose an idea to pursue

***Making**** Choose tools and materials
* Make a product *(a physical product, a process, a system, a service, or a designed environment)*  using known procedures or through modelling of others
* Use trial and error to make changes, solve problems, or incorporate new ideas from self or others

***Sharing**** Decide on how and with whom to share *(showing to others, use by others, giving away, or marketing and selling)* their product
* Demonstrate their product, tell the story of designing and making their product, and explain how their product contributes to the individual, family, community, and/or environment
* Use personal preferences to evaluate the success of their design solutions
* Reflect on their ability to work effectively both as individuals and collaboratively in a group

**Applied Skills*** Use materials, tools, and technologies in a safe manner in both physical and digital environments
* Develop their skills and add new ones through play and collaborative work

**Applied Technologies*** Explore the use of simple, available tools and technologies *(things that extend human capabilities (e.g., scissors)* to extend their capabilities
 | Designs grow out of natural curiosity.Skills can be developed through play.Technologies are tools that extend human capabilities. | *Questions to support inquiry with students:* * What makes good design?
* How does design change with availability of different materials?

  | *Students are expected to use the learning standards for Curricular Competencies from Applied Design, Skills, and Technologies K–3 in combination with grade-level content from other areas of learning in cross-curricular activities to develop foundational mindsets and skills in design thinking and making.* |
| **Evidence of Experience (Show)** |
| **BIG IDEA (Understand…)** | **What do we want students to DO?****(Activities, lessons…)**  | **Content (& Elaborations)****(Know)** |
|  | *Questions to support inquiry with students:*  |  |
| **Evidence of Experience (Show)** |