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| **APPLIED DESIGN, SKILLS and TECHNOLOGIES K - 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 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)** | | | | |