

These Core Competencies may be considered as part of the learning experience. The teacher's role is to connect the terms using "I statements..." to the observed actions.

<b>Communication</b>
<ul style="list-style-type: none"><li>● Connect and engage with others (to share and develop ideas)<ul style="list-style-type: none"><li>○ "I expressed my ideas or listened to others' ideas"</li></ul></li><li>● Collaborate to plan, carry out and review constructions and activities</li><li>● Explain/recount and reflect on experiences and accomplishments<ul style="list-style-type: none"><li>○ "I reflected on what was easy and challenging."</li></ul></li></ul>
<b>Personal Awareness and Responsibility</b>
<ul style="list-style-type: none"><li>● Self determination<ul style="list-style-type: none"><li>○ "I can celebrate my efforts and accomplishments."</li><li>○ "I can advocate for myself and my ideas."</li></ul></li><li>● Self regulation<ul style="list-style-type: none"><li>○ "I can persevere with challenging tasks. I can take ownership of my goals, learning, and behaviour."</li></ul></li><li>● Well-being<ul style="list-style-type: none"><li>○ "I can make choices that benefit my well-being and keep me safe in my community, including my online interactions."</li><li>○ "I can use strategies to find peace in stressful times."</li></ul></li></ul>
<b>Critical and Creative Thinking</b>
<ul style="list-style-type: none"><li>● Analyze and critique<ul style="list-style-type: none"><li>○ "I analyzed our process and looked for ways (sequences) to make it better."</li></ul></li><li>● Generate Ideas<ul style="list-style-type: none"><li>○ "I deliberately learn a lot about something (e.g., by doing research, talking to others or practising) so that I am able to generate new ideas or ideas just pop into my head."</li></ul></li></ul>

## The Curricular Competencies

<b>Ideas Brainstorming</b> (ideating)
<ul style="list-style-type: none"><li>● Generate potential ideas and add to others' ideas</li><li>● Looked at ideas against a criteria and constraints</li></ul>
<b>Making and Problem Solving</b> (computational thinking, prototyping)
<ul style="list-style-type: none"><li>● Come up with simple stepped solutions</li><li>● Make up visual representations of problems (create diagrams or pictures)</li><li>● Construct a product (prototype) making any changes to make it work</li><li>● Test each version of the product (prototype) and improve</li></ul>
<b>Sharing</b>
<ul style="list-style-type: none"><li>● Demonstrate product and describe process</li><li>● Reflect on problem solving thinking process</li><li>● Identify new design challenges</li></ul>