**Area of Learning: Applied Design, Skills, and Technologies — Media Design Grade 10**

**BIG IDEAS**

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| Personal design choices require self-exploration and refinement of skills. |  | Social, ethical, and sustainability considerations impact design choices. |  | Tools and technology have an impact on people’s lives. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*Applied Design*Understanding context** Engage in a period of **research** and **empathetic observation**
* Engage in **reciprocal relationships** throughout the design process

*Defining** Identify potential users and relevant contextual factors for a chosen design opportunity
* Identify criteria for success, intended impact, and any **constraints**
* Identify potential user, intended impact, and possible unintended negative consequences

*Ideating** Take creative risks in generating ideas and add to others’ ideas in ways that enhance them
* Screen ideas against criteria and constraints
* Critically analyze and prioritize competing **factors** to meet community needs for preferred futures
* Recognize community needs for **balanced** **futures**
* Maintain an open mind about potentially viable ideas
 | *Students are expected to know the following:** design opportunities
* **media technologie**s
* techniques for organizing ideas to structure stories or information and to create points of view in images
* media production skills, including
	+ **pre-production**
	+ **production**
	+ **post-production**
* **standards-compliant** technology
* **ethical, moral, and legal considerations**, and ethics of **cultural appropriation**
* technical and symbolic elements that can be used to create representations influenced by points of view, story, genre, and values
* specific features and purposes of media artworks, past and present, to explore multiple viewpoints and to explore the perspectives of First Peoples
* influences of digital and non-digital media in documentation, communication, reporting, and self-expression
* **digital citizenship, etiquette, and literac**y
* history of design: local, indigenous, regional, and global
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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| *Prototyping** Identify and apply **sources of inspiration** and information
* Choose a form for prototyping and develop a **plan** that includes key stages and resources
* Evaluate a variety of materials for effective use and potential for reuse, recycling, and biodegradability
* Prototype, making changes to tools, materials, and procedures as needed
* Record **iterations** of prototyping

*Testing** Identify and communicate with **sources of feedback**
* Edit based on feedback from critiques
* Iterate the prototype or abandon the design idea

*Making** Identify and use appropriate tools, **technologies**, materials, and processes for production
* Make a step-by-step plan for production and carry it out, making changes as needed
* Use materials in ways that minimize waste

*Sharing** **Share** progress while creating design to enable ongoing feedback
* Decide on how and with whom to share or promote design
* Critically evaluate the success of the design, and explain how ideas contribute to the individual, family, community, and/or environment
* Critically reflect on their design thinking and processes, and identify new design goals
* Assess ability to work effectively both as individuals and collaboratively in a group, including ability to share and maintain an efficient collaborative work space
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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Applied Skills* Demonstrate an awareness of precautionary and emergency safety procedures in both physical and digital environments
* Identify the skills needed in relation to specific projects, and develop and refine them

Applied Technologies* Choose, adapt, and if necessary learn more about appropriate tools and technologies to use for tasks
* Evaluate **impacts**, including unintended negative consequences, of choices made about technology use
* Evaluate the influences of land, natural resources, and culture on the development and use of tools and technologies
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