**Area of Learning: Applied Design, Skills, and Technologies — Graphic Production Grade 11**

**BIG IDEAS**

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| Design for the life cycle includes consideration of social and **environmental** **impacts**. |  | Design choices require the evaluation and refinement of skills. |  | Tools and technologies can be adapted for specific purposes. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*Applied DesignUnderstanding context* Engage in a period of **user-centered** **research** and **empathetic observation**
* Participate in **reciprocal relationships** throughout the design and production process

Defining* Establish a point of view for a chosen design opportunity
* Identify potential users, intended impact, and possible unintended negative consequences
* Make inferences about premises and **constraints** that define the design and production

Ideating* Generate ideas and add to others’ ideas to create possibilities, and prioritize them for prototyping
* Critically analyze how competing social, ethical, and sustainability considerations impact designed solutions to meet global needs
* Work with users throughout the design process
 | *Students are expected to know the following:** design and production opportunities
* **technologies for image development** in **prepress** through post-production environments
* **elements** and **principles of design** as communication tools
* **design for the life cycle**
* intellectual property use and its **ethical, moral, and legal considerations**, including **cultural** **appropriation**
* **standards** of production and **limitations** of chosen materials for efficient output
* **standards-compliant** technology
* balance of form and function
* influences on culture through **graphic production**
* graphic design through various stages of project
* use of **typography** to communicate a message or idea
* materials organization, planning, and time frame
* role of manufacturing in meeting consumer needs and wants
* design presentation skills for potential clients
* appropriate use of technology, including digital citizenship, etiquette, and literacy
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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Prototyping* Identify and apply **sources of inspiration** and **information**
* Choose an appropriate form, scale, and level of detail for prototyping, and plan procedures for prototyping multiple ideas
* Analyze the design for the life cycle and evaluate its **impacts**
* Construct prototypes, making changes to tools, materials, and procedures as needed
* Record **iterations** of prototyping

Testing* Identify feedback most needed and possible **sources of feedback**
* Develop an **appropriate test** of the prototype
* Collect feedback to critically evaluate design and make changes to design processes and production
* Iterate the prototype or abandon the design idea

Making* Identify appropriate tools, technologies, materials, processes, and time needed for production
* Use **project management processes** when working individually or collaboratively to coordinate production

Sharing* **Share** progress while creating to increase opportunities for feedback and collaboration
* Decide on how and with whom to share or promote product, creativity, and, if applicable, **intellectual property**
* Consider how others might build upon the design concept
* Critically reflect on their design thinking and processes, and identify new design goals
* Assess ability to work effectively both as individuals and collaboratively while implementing project management processes
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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Applied Skills* Apply safety procedures for themselves, co-workers, and users in both physical and digital environments
* Identify and assess skills needed for design and production interests, and develop specific plans to learn or refine them over time
* Develop competency and proficiency in task-specific skills involving manual dexterity and software processes

Applied Technologies* Explore existing, new, and emerging tools, **technologies**, and systems to evaluate suitability for their design and production interests
* Evaluate impacts, including unintended negative consequences, of choices made about technology use
* Analyze the role technologies play in societal change
* Examine how cultural beliefs, values, and ethical positions affect the development and use of technologies
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