**Area of Learning: Applied Design, Skills, and Technologies —   
Interpersonal and Family Relationships Grade 11**

**BIG IDEAS**

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| Services and products can  be designed through  consultation and collaboration. |  | **Service design** interests require the evaluation and refinement of problem-solving skills. |  | Tools and technologies can influence communications  and relationships. |

**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 **research** and **empathetic observation** to determine service design  opportunities and barriers   Defining   * Establish a point of view for a chosen service design opportunity * Identify context and requirements and wishes of people involved * Identify criteria for success, intended **valued impact**, **constraints**, 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 * Analyze potential **competing factors** to meet individual, family, and community needs  for preferred futures * Identify, prioritize, and apply **sources of inspiration** and **information**,and include people involved when possible   Prototyping   * Develop a product and/or **service plan** that includes key stages and resources * Evaluate strategies for effective use and possible individual, familial, and community **impacts** | *Students are expected to know the following:*   * **service design opportunities** for individuals and families across their lifespan * factors involved in **interpersonal relationships**, including **types**, roles,  and functions * **nature of committed relationships**, including the **influences of community and culture** * **factors involved in ending relationships** * componentsof **healthy relationships** and  how to thrive and reciprocate in a variety of interpersonal relationships * indicators of unsafe relationships and actions to ensure safety of self and others * interpersonal relationship **communication styles and strategies** * cultural sensitivity and etiquette, including ethics of **cultural appropriation** * problem-solving models |

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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Testing   * Identify and access **sources of feedback** * Consult with people involved to gather constructive suggestions for improvement * Use consultation data and feedback to make appropriate changes * Identify and use **appropriate strategies** * Use **project management processes** throughout when working individually or collaboratively   Sharing   * **Share** progress to increase opportunities for feedback and collaboration * Decide on how and with whom to share or promote **product or service** and strategies * Critically assess the success of their product or service plan and explain how the ideas contribute  to the individual, family, community, or environment * Critically reflect on their processes and ability to work effectively, both individually and collaboratively, including their ability to share and maintain an efficient co-operative workspace   Applied Skills   * Apply precautionary, safe, and supportive interpersonal strategies and communications,  both face-to-face and digital * Identify and assess the skills needed, individually or collaboratively, in relation to projects, and develop plans to refine them over time * Critically reflect on cultural sensitivity and etiquette skills, and develop specific plans to learn  or refine them over time * Apply audience-appropriate **interviewing and consultation etiquette**   Applied Technologies   * Explore existing, new, and emerging tools and **technologies** and evaluate suitability for design interests * Evaluate impacts, including unintended negative consequences, of choices made about technology use * Analyze the role technologies play in societal change and interpersonal communications * Examine how cultural beliefs, values, and ethical positions affect the development and use of technologies |  |